THE UNOFFICIAL
DRAGONRIDERS OF PERN ®
Role-Playing Game

by Laura "Tamara" Henson

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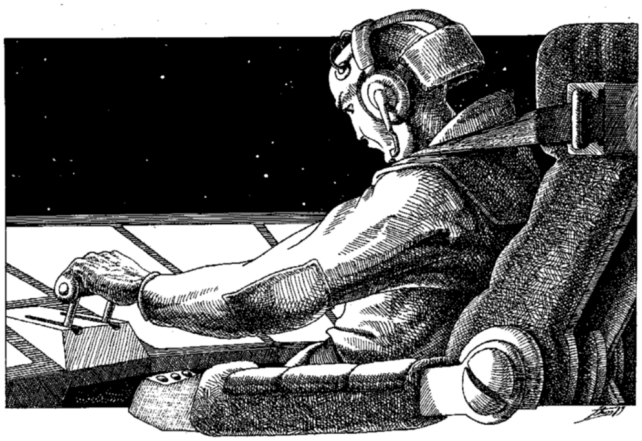
“What if dragons were the good guys?” wondered Anne McCaffrey in the late 1960’s and with this thought she wrote a short story for Analog magazine that has spawned over 30 short stories, novels, and games to become one of the longest lasting science fiction series in history. While few people today seem to recognize the name, Pern has become a part of our popular culture - every depiction of a dragon rider in any book or movie from Christopher Paolini’s Eragon, to the Dreamworks film How to Train Your Dragon, and even the Avatar trilogy - was influenced by Pern.

Although a board game, several video games and a book game have been made for Pern there has been no attempt (to date) to create an official Role Playing Game version of Pern despite the many MUSHS, MOOS, and MMPRPGS that use either Pern or a Pern derivative as their game world. As a result, in 1994 Sean Ware created an unofficial conversion of Pernese Dragons into GURPS terms. Unfortunately for gamers, GURPS Pern was incomplete and in any case it is no longer on the net.

With the publication of GURPS 4th edition I wanted to create a guide for playing on Pern using the new rules. Unfortunately the game was abandoned by it’s company and I lost interest in finishing it. With the rise of new simplified d100 gaming rules I decided to finally finish the game. 14 years after I began but better late then never.

These rules are still unofficial but they are complete. Though you can use these rules to play in any era of Pern, this world book is specifically designed to represent the characters and history of the Ninth pass (Dragonflight, Dragonquest, The White Dragon, Harper Hall Trilogy, All the Wyers of Pern & The Skies of Pern) and characters from other eras may need modification for technological differences.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Always remember that Pern is science fiction not fantasy; despite the presence of ‘dragons’ there are no demons, elves, or unicorns; and ‘magic’ is replaced by psychic powers. Instead Pern has its own unique charms that replace these traditional fantasy trappings.

Annie’s Rules

Anne McCaffrey has laid down a few rules which she wishes to see followed in all published or online Pern role playing games. These rules should be followed by all GM’s interested in creating or playing in this game world.

1. Annie has declared that Benden Weyr and Ruatha Hold are off-limits. No character can be from or travel to these locations. However Annie does allow these places to be used if they are renamed so in the following book Benden Weyr will be renamed Beta Weyr and Ruatha Hold will become Red Hold.

2. You can't use any of the characters in Anne's books or have a character be descended from them.

3. Only the five traditional colors of dragons & firelizards are allowed. Rules from the books apply, except that girls can impress brown and blue dragons as well as green and gold. Only the riders of Bronzes and Golds can become Weyrleader/Weyrwomen.

Of course one can have a male rider impress a purple queen from Benden Weyr but Annie would not consider it cannon nor should such a game be published, though it may be fun to play at home among your gaming group.

The History of Pern

Pern is a planet circling the star Rukbat[1] in the Sagittarian sector. The world is slightly larger than Mars and has two main continents, one in the north and one in the south. The equator is mainly water, though scattered islands dot the seas in the west and east of the main continents. Pern is an amazingly earth-like world with the same elements and oxygen composition as Terra. The main difference is that Pern lacks an abundance of easily mined heavy metals (like iron and gold) so was not considered to be a main world for manufacturing by the Federation of Planets that governed Earth when Pern was discovered. Indeed Pern's very name means **P**arallel **E**arth **R**esources **N**egligible.

This lack of metal did not stop the colonists from moving to Pern. The people who left earth for Pern did so because they wanted to start an agrarian society that was as far away from the mechanized modern world as they could get. Among the colonists were Farmers, Irish Tinkers, traditional Native Americans, Africans, Middle Eastern nomads, and Eastern Asians - all eager to create an agricultural based society similar to that of their ancestors and free of the restrictions, wars, and conformity of Earth.

The colonists came, genetically engineered their plants to live on Pern's soil, modified their beasts to feed upon the native plants and game, and even domesticated a few of their new home's creatures. Several years went by, Pern was a paradise, crops were abundant, war was far away on other worlds, and there was freedom for everyone to live as they pleased. Then disaster struck.

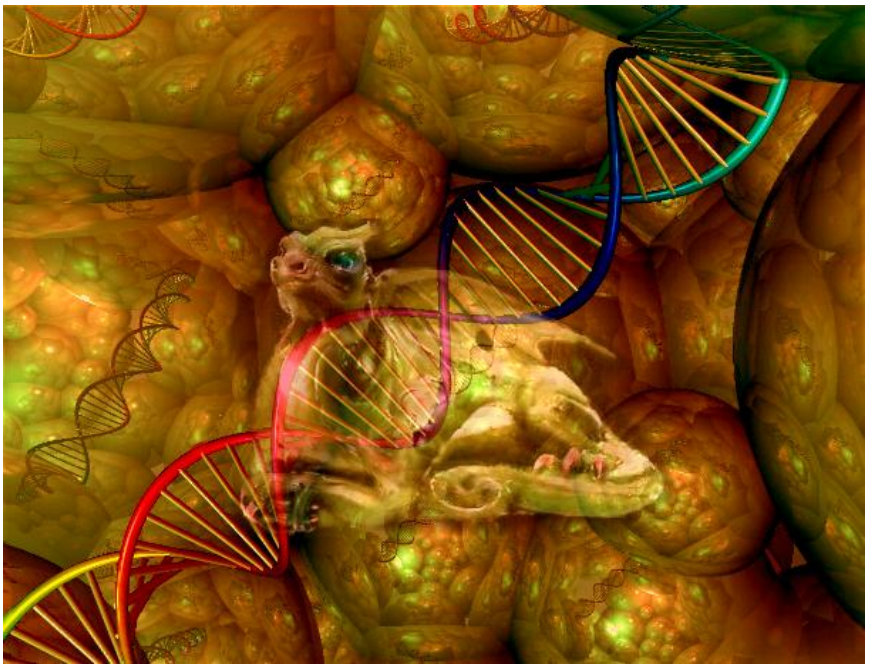
The fungi-like life form that inhabited the ort cloud surrounding Rukbat deposited spores that were picked up and carried through space by a stray planetoid that the colonist had dubbed "the red Star". As the planetoid passed near Pern on its comet-like orbit these spores fell away into Pern's atmosphere. As they slipped through Pern's warm air the spores elongated into clumps of squirming silver mycelial threads. Mycorrhiza on Earth are a form of mold with the ability to decompose organic residues but the thread from the Red Star did more than simply decompose dead plant matter, it dissolved anything organic it touched and could devour an entire cow in minutes!

Hundreds died as they were caught out in the open. Even those indoors suffered as the thread dissolved the very roofs over their heads, devouring wood and bio- plastic with ease. Only those within buildings made of metal, stone or silicon based plastics were safe. Even worse, the spores could burrow into the soil and infect acres of land, devouring crops and even entire trees from the roots up. With thousands of livestock and acres of crops destroyed famine loomed.

Luckily thread could drown in water and could be destroyed by fire. The colonists modified their "sleds" (air-cars used to ferry items from the colony ships) to hold flamethrowers so they could be used to char thread in midair. But the sleds were clumsy and fuel was running out. The colonists observed that the tiny dragon-like firelizards that they kept as pets would breathe fire upon any thread that fell over their owner's home, flittering in and out of existence, due to their innate teleporting ability, to avoid the deadly hail. If only the firelizards were large enough to carry a human rider…

1 Though originally described in the stories as a G-type yellow star (like Earth's Sun) we now know that the real Rukbat is actually a blue-white B-Type star. This was corrected in the Dragonlover's Guide to Pern (see Bibliography).

Luckily for the people of Pern the famous Japanese geneticist Kitti Ping Yung and her daughter[2] Wind Blossom had come with the colony. Kitty was over a hundred years old and had studied in the Great Beltrae Halls of the alien Eridani race where she had excelled in the mentasynth genetic engineering techniques. Kitty had already used metasyth on the native firelizards and that led her to the idea of creating a creature that was a copy of the protective spirits of her ancestors - dragons!



As Kitty completed the last batch of genetically modified fire lizard eggs she died, leaving all of Pern's hope resting in the 42 shells she had created. Kitty's modifications were a success. The new dragons were much larger and vastly more intelligent than their firelizard ancestors, they also instinctively looked for a human to attach themselves to at hatching, actually teleporting "between" to their death if the right person wasn't there. The dragons grew and could breathe fire just like their tiny ancestors, unlike the firelizards however, dragons could carry their human partner upon their back to help direct the fight.

Because thread could not burrow through stone the people built their homes within caves or under overhanging cliffs. They called these fortresses Holds and the first was, logically enough Fort Hold. As the population grew the dragonriders adopted a nearby extinct volcano that was riddled with tunnels, to house themselves and their dragons. They called this volcano Fort Weyr and as they were unable to grow food in their volcanic homes they traded protecting the Hold for a share of its crops and livestock. This arrangement eventually became a custom that spread as more holds were built and more weyrs founded.

Thread fell for 50 years then the Red Star moved away and Pern enjoyed another 200 years of peace until it fell again. This cycle continued for over two thousand years[3] and in that time the Pernese gradually lost the knowledge and technology of their ancestors as they adapted to the needs of their new world.

Because of thread, a person's most definitive characteristic is his home. The colonists set out to become an agrarian society but due to the effects of Threadfall people have become settled and rarely make long journeys. The Dragonriders are the only people that can (literally) appear anywhere on Pern thanks to the flying and teleportation abilities of their dragons. While some Weyrleaders are lenient enough to allow their dragon-riders to give rides to high status holders & crafters most people have to walk or ride/drive animals.

Harpers, traders, nomads, and runners (the Pern equivalent of the Pony Express) are the only non-riders that are famous for their long journeys, working their way along the continent by making certain that on each day their trips coincide with the location of a Thread proof shelter such as a Hold, runner's station, or cave.

That is the history of the world - the world of Pern!

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2 Or granddaughter depending on whether you are reading the UK or US editions of the books.

3 Unknown to the Pernese a distress beacon was sent to earth during the first fall and it was answered by the Federation. Unfortunately the people they met claimed that the thread had killed everyone so the planet was declared hazardous to man and off limits to passing starships. In this way Pern became isolated from earth for the rest of its history. See the story 'Rescue Run" in *The Chronicles of Pern: First Fall*.

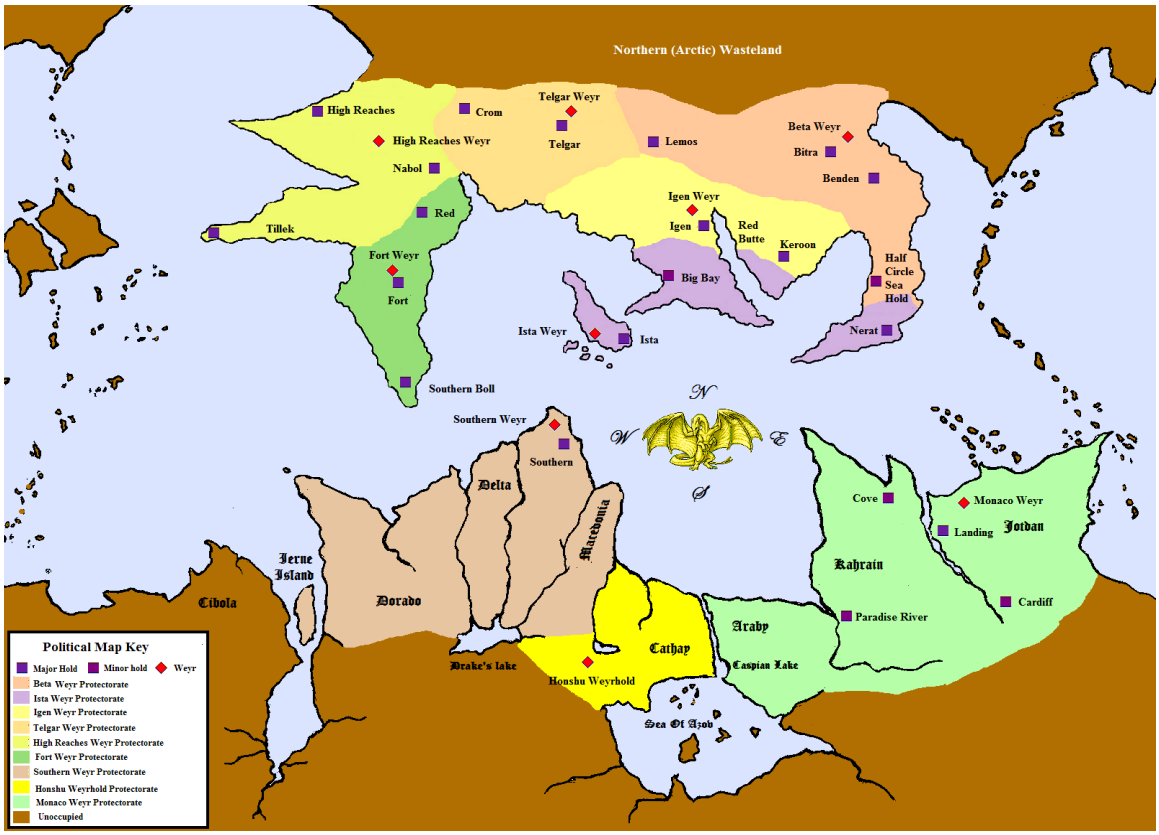
Pern Timeline

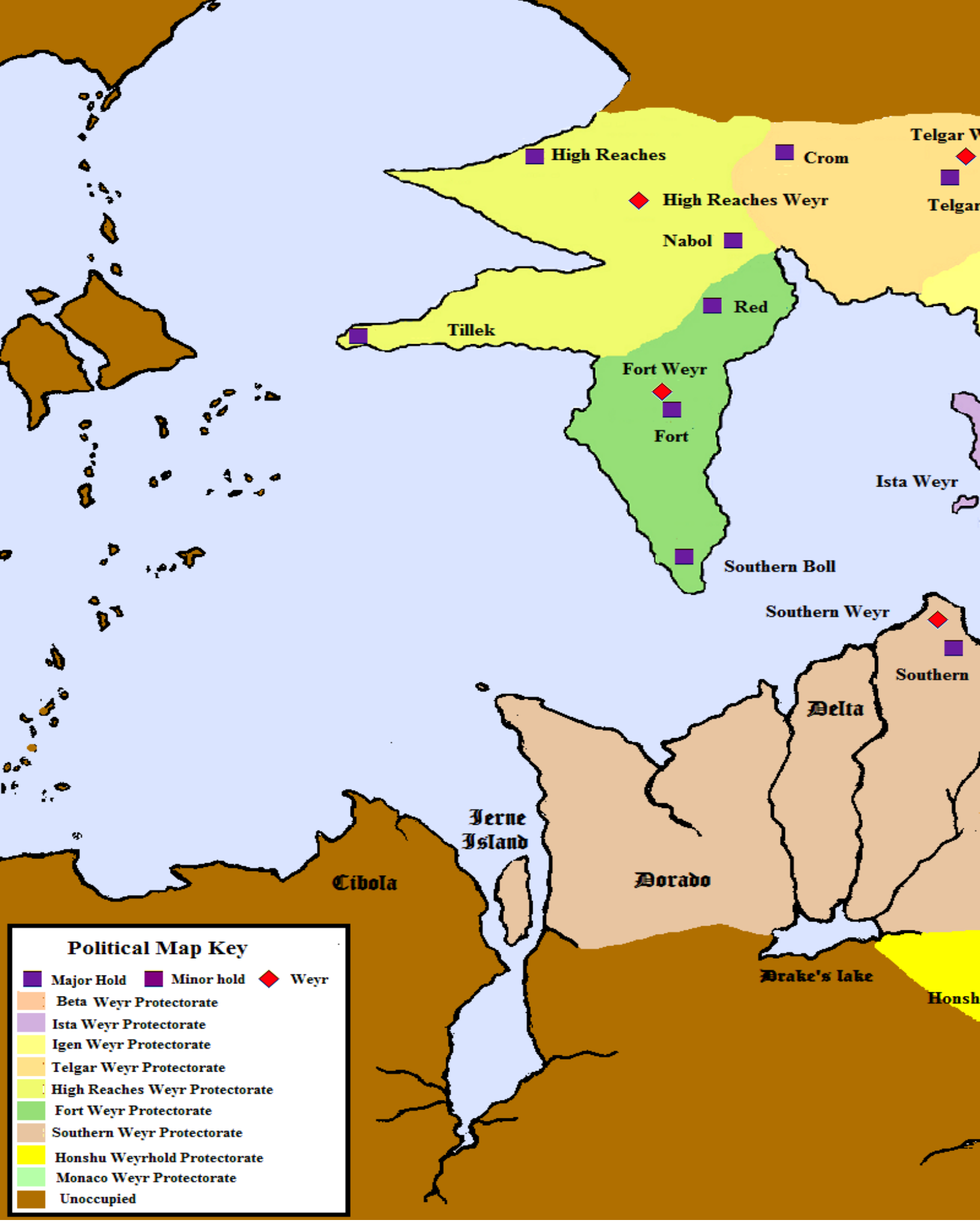
The Pernese divide time into periods called *Turns* that correspond to an Earth year. A *Pass* is approximately 50 turns long and is the period in which *thread* falls. Each Pass is divided from the next by an Interval of at least 200 turns (sometimes longer). A complete listing of known events and the books in which they are chronicled is:

Turn	Events	Volume
0	Landing, First dragons created, First Holds & Wyers Founded. Thread falls in the 8th Turn	*Dragonsdawn* & *Chronicles of Pern: First Fall*
58	First Pass Ends, the majority of the Weyrs & Holds founded	Parts of *Dragonssblood*
258	2nd Pass begins; the Star stones (standing stones erected on the rim of a Weyr and used to predict the coming of the Red Star) are invented.	*Red Star Rising/Dragonseye*
308	Second Pass Ends	*Dragon's Kin* & *Dragon's Fire*
508	3rd Pass begins; bronchial infection almost wipes out the dragons. Fire lizards almost become extinct in the north due to the disease.	Most of *Dragonsblood* & the rest of the stories written by Todd McCaffrey
558	Third Pass Ends	
758	4th Pass begins; No information at this time	
808	4th Pass Ends, First Long Interval	
1258	5th Pass begins; No information at this time	
1308	5th Pass Ends	
1508	6th Pass begins; Influenza epidemic results in the Great Plague	*Moreta* & *Nerilka's Story*
1558	6th Pass Ends	
1758	7th Pass begins; No information at this time	
1808	7th Pass Ends	
2008	8th pass begins; only vague information at this time (see below)	
2058	8th Pass Ends - Second Long Interval; At the beginning of the 8th interval: all Weyrs except Benden go forward in time, thread believed to be gone or a myth by most people, At the end of interval Lessa becomes Weyrwoman of Benden which is at an all time low of a mere 300 dragons.	First part of *Dragonflight*
2508	9th Pass begins; Thread falls for the first time in 500 years, old-timers come forward in time, firelizards are re-discovered, the White Dragon born, Avias discovered, The Red Star knocked out of orbit so it no longer menaces Pern, Dragons discover other abilities and use them to deflect asteroids from Pern.	Last part of *Dragonflight* and all other Pern novels written solely by Anne McCaffrey to date.

Anne McCaffrey has requested that no one play in a game set in the 9th pass as that is her specific setting. However any time before or after that time is OK though, as one can probably guess, the best time for role playing would be the 4th, 5th, and 7th Pass as no books set in this time have been written. During the 5th pass one can even do their own version of the 9th pass story thanks to the long interval of the previous pass. For a more in-depth timeline see *Sariel's Timeline of Major Events on Pern* http://pern.srellim.org/time.htm

The Planet Pern




High Reaches
Crom
Telgar W
High Reaches Weyr
Telgar
Nabol
Red
Tillek
Fort Weyr
Fort
Ista Weyr
Southern Boll
Southern Weyr
Southern
Delta
Jerne Island
Cibola
Dorado
Drake's lake
Honsh
Political Map Key
Major Hold
Minor hold
Weyr
Beta Weyr Protectorate
Ista Weyr Protectorate
Igen Weyr Protectorate
Telgar Weyr Protectorate
High Reaches Weyr Protectorate
Fort Weyr Protectorate
Southern Weyr Protectorate
Honshu Weyrhold Protectorate
Monaco Weyr Protectorate
Unoccupied

Northern (Arctic) Wasteland
Lemos
Beta Weyr
Bitra
Benden
Igen Weyr
Igen
Red Butte
Keroon
Big Bay
Half Circle Sea Hold
Nerat
Ista
N
W
E
S
Cove
Monaco Weyr
Landing
Jotdan
Kahrain
Cardiff
Paradise River
Araby
Caspian Lake
Cathay
Sea Of Azob

The planet Pern is an earth-like world with a diameter of 6,500 miles and an equatorial circumference of 20,420 miles. This makes Pern larger than the planet Mars but smaller than Venus[4]. Pern has three main continents, one in the north which is about the size of Eurasia, one in the south that is even larger, and a small island continent about the size of Australia in the west.

These continents are surrounded by a saltwater sea filled with animals that fit the definition of "fish" to non scientists. On land however animal life is very scarce when compared to earth's wealth of wildlife. The coming of the Red Star exterminated most of Pern's original fauna and only small animals that could hide underground, aquatic species, or winged beasts that could easily flee a Threadfall survived. Plant life is also meager with the majority of native plants being grass, cacti, or shrubs. Only a few treelike plants, notable for their abnormally thick bark, have survived to the present.

The sky of Pern is markedly different from Earth. Rukbat is a blue star so it appears as a hot white sun instead of a "sunny yellow" orb. This coloration also gives Pern's daytime sky a greenish cast instead of the sky blue of earth. Pern also has two moons, Belior (the larger) and Timor (the smaller), which are about the size of the moons of Mars. Three bright stars called the Dawn Sisters lie to the south and were later revealed to be the remains of the colony's spacecraft left in orbit. Also of note is the fact that the Rukbat system has two asteroid belts and that the Red Star pierces the Ort cloud regularly. These facts mean that meteorites and comets are very common on Pern and the Turnover Ghosts (a group of comets that fly by every year) are celebrated celestial phenomena. This celestial activity causes the planet to be geography unstable and such natural disasters as earthquakes, tsunamis and volcanic eruptions are common, especially during a Pass.

Each novel has its own version of a map of Pern and some maps from one edition of a book may contradict the same map in another edition of the same book! The simple map given here will help one visualize the main locations in the northern and southern continent during the late 9th pass. In previous eras (except that of Landing) the Southern Continent was deserted and believed uninhabitable due to thread. The poles of Pern are unprotected as the arctic cold at these latitudes automatically kills Thread so no dragon-riders are needed. As of this time the Pernese arctic has yet to be explored. Another unexplored area is the Western and Eastern Islands which are usually used as prisons for exiles.

For those wishing for an accurate scale for traveling on Pern *ElectricDragon* on the Meeting of Minds Forum has worked out the following distances between some common locations:

Beta Weyr to Benden Hold: 396 miles
Benden Hold to Tillek Hold: 4,478 miles
Tillek Hold to Nerat Hold: 5,800 miles
Ista Hold to Southern Boll Hold: 2,187 miles
Southern Boll Hold to Fort Hold: 913 miles
Fort Hold to Fort Weyr: 48 miles (1 day on runnerbeast back or 2-3 days on foot)
Fort Hold to Red Hold: 583 miles
Red Hold to Nabol Hold: 508 miles
Nabol Hold to Crom Hold: 589 miles
Ista Hold to Southern Hold: 1,430 miles
Southern Hold to Cove Hold: 4,669 miles

For more maps of Pern, including detailed renderings of each hold and Weyr see the book *The Atlas of Pern* by Karen Wynn Fonstad. Indeed this book, along with *The Dragonlover's Guide to Pern* by Jody Lynn Nye should be considered essential source books for any GM using Pern as a setting.

4 This figure is from *The Dragonlover's Guide to Pern*. It conflicts with the distances given in the Atlas of Pern but the McCaffrey's have stated that the distances in the Atlas are incorrect - besides if the Atlas was right than Pern would only be half the size of Earth's Moon and unable to hold an atmosphere.

The Major Wyers & Holds of Pern

Holds are the main settlements of Pern. Formed as shelters against Thread, holds are carved into cliff faces and often used existing caverns and caves that go for quite some distance underground. Here the major Holds (Pern's equivalent of Kingdoms) will be described in alphabetical order under their local Weyr.

It should be noted that this is not a complete list of all the settlements on Pern; many Minor Holdings were only named and not described in either the Atlas of Pern or novels. No doubt many more minor holds exist and can be created by GMs to flesh out their own personal version of Pern.

Beta Weyr

Beta was the second Weyrs formed and founded by Michael Connell, the first son of Sean and Sorka Conell. Beta Weyr is located within a double volcanic crater on the east coast of Pern near the Northern Barrier Range. Beta is a large weyr with extensive natural caverns and even rooms made from cement. Geothermal energy is used for heating water and rooms. It has the largest hatching ground on Pern and has the capacity to fully house 500 dragons.

Note: Beta is notable for having a "secret" passage used by children to sneak into the hatching grounds to look at the eggs. This passage is sealed up in the 9th pass. Another secret passage led to several rooms that had been sealed off in previous centuries until it was reopened during an earthquake. This room was originally used as a lab to prevent the dragon plague during the 3rd pass.

Known Weyrleaders & Weyrwomen

Time Period	Weyrleader	Dragon	Weyrwomen	Dragon
1st Pass	M'hall	Brianth	Torene	Alaranth
1st Interval	M'shall	Craigath	Irene	Maruth
2nd Interval	M'tal	Gaminth	Salina	Breth
3rd Pass	B'nik	Caranth	Tullea	Minith
6th Pass	K'dren	Kuzuth	Levalla	Oribeth
Early 2nd Long Interval	C'rob	Spankinth	Carola	Feyrith
Mid 2nd Long Interval	S'loner	Chendith	Jora	Nemoth
Late 2nd Long Interval	F'lon	Simanith	Jora	Nemorth
2nd Long Interval/ very early 9th Pass	R'gul	Hath	Jora	Nemorth
9th Pass	F'lar	Mnementh	Lessa	Ramoth

Benden Hold

Benden Hold is one of the largest and most important holds on Pern. It was founded by Rene Mallibeau and named after Admiral Paul Benden, the Pern colony leader. The founders of Benden Hold found an impressive warren of caves running through the local cliffs and there was little need for the great Stonecutters to be used. Some of the less accessible caves were turned into storerooms, giving the Hold an impressive capacity to support as many as 600 people. In addition another 8,000-10,000 people inhabit the minor holds and crafthalls in Bendon's territory. All holders are required to grow a certain amount of food which is sent to Bendon's storerooms for emergency or for tithes.

Known Lord Holders: Bridgely (2nd Pass), Kenex and Ibraton (2nd Interval), Shadder (6th Pass), Maidir, Raid, and Toronas (9th Pass).

Known Minor Holds: Bayhead Hold, Brum Hold, Great Reach Hold, Greystones Hold, Valley Hold, Vesta Hold, and at least one minor hold whose name is not known.

Known Crafthalls: Though none of the major Crafts are located in Benden Hold it is the home of a minor vintner's hall where the grapes responsible for the production of Benden wine is grown. This wine ranges from the finest white Champaign to the fruity red wines that Bendon is famous for. Pern wine is stored in stone vats, glass bottles, ceramic gallon crocks, or skins sealed with lead foils and vegetable lipids (Pern has no cork or bees to produce wax). This hall also makes a very good beer and spicy klah drink. During the 9th Pass the master vintner of Bendon was Gorton who got the secret from his successor MasterVintner Anneke on her deathbed, a tradition for keeping Bendon wine's manufacture a secret.

Bitra Hold

According to Pernese history Avril Bitra was a greedy woman who joined the Pern Expedition in order to raid the planet of diamonds, before secretly returning to FSP space a rich woman. She attempted to escape Pern after Thread began to fall but accidently crashed her shuttle into the Red Star. Bitra Hold was founded by dissidents from Benden Hold who believed that Avril Bitra heroically died in a failed attempt to send word to the Federated Sentient Planets. By the First Interval Bitra had already became a major hold with a specialization on gambling - the Los Vegas of Pern, with everything from Dragon Poker to mahjong, chess, pinochle, and hundreds of others.

At the beginning of the Second Pass Lord Holder Chalkin announced his belief that Thread did not exist, and he would not waste time preparing his Holders for it. He feared that preparing for Thread would lessen tourism and reduce potential gambling wins. When many of the lands inhabitants attempted to flee, Chalkin set up border guards to halt them and confiscated their lands if they escaped. The Bitran refugees were imprisoned and several women were raped by the guards. Eventually, Beta Weyr discovered these crimes and staged a rescue. Chalkin was promptly impeached by the other Lords Holders and banished to the Eastern Ring Islands. Chalkin was succeeded by his uncle Vergerin, who promptly got to work repairing the damage that Chalkin's rule had created.

During the Ninth Pass Bitra was one of the three holds that had remained loyal to the wyers. However after the discovery of AIVAS at Landing Lord Sigomal (along with Lord Begamon of Nerat, and Craftmaster Norist of the Glass-smiths) was behind the abduction of MasterHarper Robinton. For their roles in the attempted kidnapping, he and his son Gomalsi were banished to the Eastern Ring Islands.

Known Lord Holders: Kinver (1st Interval), Chalkin (1st Interval/Second Pass), Vergerin (2nd Pass), Gadran (3rd Pass), Sifer, Sigomal, and Sousmal (Ninth Pass).

Lemos Hold

Lemos Hold was founded as an off-shoot of Benden Hold by various settlers who had attempted to remain on the Southern Continent during the First Pass. The hold was named after Bart Lemos and was first identified as a Major during the late Second Interval. The majority of the original population was of tinker and Romany decent and Lemos still has a large population of Holdless wanderers who stay at the Hold only when Threadfall is scheduled. Wooden furniture of oak, skybroom, or mahogany is a status symbol in the rest of Pern due to it's rarity. These items (including padded chairs and such weapons as the longbow) are plentiful in Lemos and cost half the usual amount if bought at this Hold.

Known Lord Holders:

Known Minor Holds: Far Cry Hold, Great Lake Hold, Kadross Hold, Plains Hold, and at least one unnamed Minehold that specializes in jade, copper, and bauxite.

Known Crafthalls: the Woodcrafthall is Lemos most famous hall but it only became an official Crafthall during the 9th Pass. Even in earlier times Lemos was famed for it's hardwood forests that are used to create most of the wooden goods on Pern including fine furniture and wooden weapons such as longbows and bolas. It also manufactures lye (made from wood ash) for soaps.

Fort Weyr

Fort Weyr, Pern's largest and oldest Weyr, was established in the 1st Pass by Weyrleader Sean Connell, rider of Bronze Carenath and his wife, Sorka Hanrahan, rider of Gold Faranth. Fort and Benden Weyrs were the only two Weyrs to be partly excavated using the stonecutter equipment brought north by the miners. As a result, the walls are smoother then the other Weyrs which are hand carved. The caverns are also more extensive and elaborate than other Holds and the hatching grounds are very fancy with ornamental columns supporting the ceiling. Fort Weyr has a capacity of at least five hundred dragons.

Note: An avalanche on the east side closed off many corridors and rooms soon after Fort was built. Many ancient items from the time of Landing (including stacks of old film) are hidden in those lost caves. By the 3rd pass the existence of these caverns were long forgotten. Fort is also overwhelmed with store rooms filled with 2,500 years worth of old dragonrider belongings. Both of these facts make Fort Weyr a great place for making new discoveries or finding lost knowledge.

Known Weyrleaders & Weyrwomen [5]

Time Period	Weyrleader	Dragon	Weyrwomen	Dragon
1st Pass	Sean Connell	Carenath	Sorka Hanrahan	Faranth
1st Interval	D'mal	?	Nara	Hinirth
2nd Pass	S'nan	Magrith	Sarai	Lanath
2nd Interval	G'lir or D'mal	?	Nara	Hinirth
3rd Pass	K'lior	Rineth	Cisca	Melirth
Early 6th Pass	L'mal	Clinnith	Leri	Holth
Late 6th Pass	Sh'gall	Kadith	Moreta	Orlith
6th interval	G'drel	Dorianth	Kamiana	Pelianth
7th Pass	V'kai	Sothoth	Nalaya	Morath
8th Pass	T'ron	Fidranth	Mardra	Loranth
9th Pass	P'zar	Roth	Margatta	Ludeth
9th Pass	N'ton	Lioth	Margatta	Ludeth

Fort Hold

Fort Hold was the first Major Hold established and is also one of the largest Holds on Pern. Fort was established by Admiral Paul Benden, the leader of the colonists, and Governor Emily Boll, the joint leader of the expedition. The first place carved with the stone cutters is a beautifully ornate, almost Byzantine place on the inside. This contrasts with the outside which is a simple vertical cliff with a ramp leading to bronze double doors. It is one of the few Holds to have hot and cold running water and indoor plumbing and perfectly square stone stair cases. It is also the only hold to contain metal staircases originally taken from the colony ships.

Towards the end of the First Pass, Fort became severely over-crowded, which necessitated the creation of the other holds. Fort can house as many as 1,200 people but 750-900 people is more usual. In addition more than 10,000 others depend on Fort for protection. Most of these live in cotholds made of local stone with slate and lead roofs and metal shutters. Paved or gravel roads link all important places in Fort's territory including the Weyr.

Because it has several Crafthalls in it's territory and is so close to Red Hold and the Weaver Crafthall in Southern Boll, Fort Hold is famous for it's gathers where new music, New Medicines and techniques, the best racing runners on Pern, and new fashions are shown off. There are at least five gathers a year, one at winter solstice lasting two days, Crossing day which

5 D'mal and Nara are mentioned as being the Weyrleaders of Fort Weyr in two completely different eras of Pernese history; first in the late 1st Pass/ early 1st Interval, and again in the late 2nd Interval. It can be safely assumed that this is the result of deteriorating records and GMs can choose which of these is correct.

celebrates crossing from the Southern to the Northern continent, Harvest Day (last day of the 9th month), Firstday of the Weyr (1st day of the 5th month) honoring dragonkind, and Landing Day (8th day of the 3rd month) and celebrates spring planting and rebirth.

Known Lord Holders: Paul Benden & Joel Lilienkamp (1st Pass), Lady Holder Sannora (early 2nd Interval), Bemin (late 2nd Interval), Lady Holder Kelsa (3rd Pass), Lady Holder Pendra (6th Pass), Tolocamp (6th Interval), Gralt (7th Pass), Grogellan (2nd Long Interval), Grooghe (9th Pass).

Known Minor Holds: Fort River Hold, Fort Sea Hold, Gar Hold (Also known as Hold Gar), High Hill Hold, Peyton Hold, Retallek Hold, and at least one Minehold and two un-named holds are known to exist between Fort Hold and High Hill Hold.

Known Crafthalls: the Harper Hall, Printer's Hall and Healer Hall are all part of Fort Hold.

The Harper Hall: One of the most important Halls in Pern, the Harper hall originally trained musicians, teachers, news reporters, spies, and historians. Unlike the other guilds the harpers have only this single Crafthall. Every hold and Weyr is assigned a trained Harper to teach the young and entertain the old. If anyone has great talent in singing and who wants advanced training as a Harper they must be referred by their local Harper and then go the Hall for training.

The Halls main purpose is to distribute accurate information. Most of Pern's history and the daily duties of its leaders are taught using teaching ballads, catchy songs that are hard to forget. A Harper can also perform marriages, create and play musical instruments, and many are skilled at finding information and deciphering code. Often a Harper will be assigned to a Hold to find out if some rumor is true and than report it using the drumheights to send coded messages to the Hall.

The Printers/Scribes Hall: this was considered part of the Harper Hall until the 9th Pass when the rediscovery of paper and the printing press caused the need for more room than the Harper Hall could provide. The knowledge of paper was lost so easily because the colonists wrote on plastic sheets. Once the polymeric synthesizers broke down people began writing on slates, hide, and canvas. In many cases hides with writing were scrapped clean and reused causing even more knowledge to be lost.

A common temporary writing tool is the sand table. These rectangular wooden boxes are filled with fine damp sand and written on using a stylus. The sand is easily erased and rewritten until a composition is perfect. At this point the surface is sprayed with liquid clay or plaster and the impression dried then daubed with ink and used as a stamp to print on hide.

The Healer Hall: The oldest craft on Pern, the Healers are the doctors and scientists of Pern. Typical graduates are trained as midwives, surgeons, pharmacists, dentists, and nurses. A few are trained to be dragonhealers, healers trained to work on dragons, watchwhers, and similar creatures. The several minor Healer Halls around Pern can train one up to Journeyman level but to gets one's mastery one must take their final classes at the main Healer Hall. In addition to caring for the sick the Healer Hall also attends to the dead, either by interring them in stone tombs, by burial at sea or cremation.

Red Hold

Red Hold was a founded mid-First Pass by Red Hanrahan and his family. It was the third Hold founded (but is counted as the second due to Southern Boll's odd history) and is famous for its impressive main door (stripped from the colony ships). Red Hold was famous for the high instances of psionic talents among its people and many dragonriders came from that hold. Unfortunately almost the entire population of the hold was butchered by the usurper Fax shortly before the Ninth. Of those present at the time of the invasion only Lessa, the Lord Holder's daughter, survived.

While on a Search a number of dragonriders, led by F'lar, arrived escorted by Fax. A duel broke out between the dragonman and Fax, resulting in the latter's death. Jaxom, the newborn son of Fax and the Lady Gemma was then proclaimed Lord. A Steward, Lytol (formerly L'tol, rider of brown Larth) was summoned to hold in Jaxsom's stead until his coming of age as the rider of the white dragon Ruth. Lessa then left to become Weyrwoman of Beta Weyr.

Known Lord Holders: Red Hanrahan (1st Pass), Itaral (2nd Interval/3rd Pass), Leef (5th interval/6th Pass), Alessan (6th pass), Ashimichel (late 8th Interval, conquered by Fax), Jaxom (9th Pass).

Known Minor Holds: Plateau Hold, Riverside Hold, Ruatha River Hold, and at least twenty unnamed minor holds and three mineholds.

Known Crafthalls: while Red Hold has no major crafthalls it is famous for it's runnerbeasts. The best runners on Pern come from Red Hold as have all of Pern's most famous racehorses.

Southern Boll

Boll Hold was the second Northern Hold founded, although its history makes it the third Hold founded. 17 turns after landing Colonist Pierre de Courci established the Boll Hold named it after his wife, the recently-deceased Governor Emily Boll. A second Hold called Southern, due to its location was founded soon afterwards. Southern eventually got merged with Boll to become Southern Boll during the 1st Interval. A pendant (that once belonged to Emily Boll) is passed down from each Lord Holder to the next. The Hold's shield is made in the image of that pendant.

Known Lords Holders: Pierre de Courci (1st Pass), Egremer (3rd Pass), Ratoshigan (6th Pass), Sangel (early 9th Pass), Janissian (late 9th Pass), Lady Marella (acting as Lady Holder for final five turns of the 9th Pass)

Minor Holds: Pierie Hold and at least one minor hold whose name is not known.

Known Crafthalls: the Weaver Hall

High Reaches Weyr

High Reaches Weyr was the third Weyr built and the last to use the stone cutters. High Reaches is also the weyr with the highest in elevation and is unique in being a younger ancient caldera with seven tall stone spires called the "seven spindles" at one end.

Known Weyrleaders & Weyrwomen

Time Period	Weyrleader	Dragon	Weyrwomen	Dragon
1st Interval	G'don	Chakath	Mari	Susuth
2nd Interval	B'ralar	Kalanth	Jessala	Garirth
3rd Pass	D'vin	Hurth	Sonya	Lyrinth
6th Pass	S'ligar	Gianarth	Falga	Tamianth
8th Pass	T'kul	Salth	Merika	
9th Pass	T'bor	Orth	Kylara	Prideth
9th Pass	M'rand	Branth	Pilgra	Segrith
Late 9th Pass	G'bear	Winlath	Neldarna	Yasith

High Reaches Hold

High Reaches Hold lies on Pern's northwest coast, in the wintry High Reaches mountains. The circumstances of its founding have not been revealed except that Fax conquered it from Lord Faroguy during the late 2nd Long Interval and after Fax's death it was taken over by Lord Bargen.

Known Minor Holds: Balen Hold, Fire Hold, Lewis Hold, Murfy Hold, Ogren Hold, Pars Hold, Riverbend Hold, and at least one minor hold whose name is not known.

Nabol Hold

Nabol is located in the western part of the Northern Continent and its primary industry is mining. Nabol is regarded as a house of greed by most people and the phrase "as grasping as a Nabolese" is reportedly a common one.

Nabol was founded by settlers in honor of Nabhi Nabol, who had died along with Bart Lemos in an attempt to retrieve a sample of Thread from space. Nabhi Nabol caused his own death by weighing down his shuttle with materials recovered from Avril Bitra's wrecked shuttle but he was popular amongst the pilots whom he led into battle against Thread, so the hold was named after him.

In the late 2nd Long Interval, Nabol's original family was murdered by Lord Fax of High Reaches Hold, who promptly made himself the Lord Holder in their place. After Fax's death the position of Lord Holder passed to his steward Meron who resented the Weyr's authority. Meron first lead a failed revolt against Benden Weyr with Lord Larad of Telgar Hold. He then conducted an illicit affair with Senior Weyrwoman Kylara of Southern Weyr, which led to the death of both her dragon Prideth and Brekke's dragon Wirenth. He also arranged illegal trading with the banished Oldtimers of the Southern Continent in return for fire-lizard eggs, which he in turn traded to his holders and those he wished to reward.

Meron's health declined over time, and on his deathbed, he attempted to cause yet more havoc by not naming his successor, but Masterharper Robinton and High Reaches Weyrleader T'bor managed to trick him into choosing their favoured candidate; Deckter.

Nabol's borders are known to have changed over time; in the 2nd Interval, their borders extended to the Big Bay, with the inlet of the River Crom even being known as the Bay of Nabol, but by the Ninth Pass, Nabol was landlocked; their former lands having seemingly defected to nearby Ruatha. However, they are also known to have gained Keogh Hold from Crom at some point in time. It's not clear whether these border changes are in any way linked to the conquests of Fax. Interestingly some of the maps in the older editions of the books even omit Nabol entirely, or place it in the highlands of High Reaches.

Tillek Hold

Tillek Hold was founded by colonist Zi Ongola as a mining colony in the twenty-second Turn after Landing, but the Hold went nameless for at least three Turns until the death of Jim Tillek, captain of one of the colony ships. Tillek also established Pern's first fishing fleet and maintained contact with the genetically enhanced dolphins the colonists brought with them. Modern Tillek produces wines, but they are not as well regarded as Benden Hold's and have been described as acidic, foxy or unpleasant.

Known Lords Holders: Zi Ongola (1st Pass), Bastom (1st Interval), Disaller (3rd Pass), Diatis (6th Interval), Melongel (8th Interval), Oterel and Ranrel (9th Pass).

Known Minor Holds: Misty Hold, Radharc Hold, Sattle Hold, and at least five minor holds whose names are not known .

Known Crafthalls: Fishercrafthall

Honshu Weyr-Hold

Honshu Stake was originally founded by Kenjo Fusaiyuki in Macedonia Province. After Kenjo died, Stev Kimmer married Kenjo's widow and had several children. They were eventually rescued some 40 years later and taken off planet and Pern was reclassified as a restricted world.

F'lessan of Benden Weyr re-discovered Honshu during a flight over the Southern Continent during the late 9th Pass. The abandoned hold was being used as shelter by feral herdbeasts. Exploring the inside F'lessan found a sled and huge numbers of tools and supplies, including the fuel, from Pern's ancient past. Also present were a series of murals that depicted the history of the colonists and a working observatory.

F'lessan started sky watching with his Weyrmate, green rider Tai and while at this endeavor both they and their dragons, Golanth and Zaranth, were attacked by felines and badly wounded. It was during this fight that conscious dragon telekinesis was discovered as the dragons used this power to fling the big cats away.

It later housed many Dragonriders from Monaco after the tsunami caused by a meteor strike flooded their Weyr. Honshu was then declared to be the first weyr-hold to be used as a new home for dragons after Thread was destroyed. Honshu has no permanent population as of the end of the 9th Pass.

Igen Weyr

Igen Weyr was the fourth Weyr to be established but during the Second Interval, Igen Weyr was abandoned after its last queen died and its dragons merged with Telgar Weyr. When the Dragon Plague of the 3rd Pass occurred young riders and their dragonets were sent to Igen to grow. It is not known for certain when Igen Weyr was fuly re-established but it is likely that it was some time during the late 3rd Pass.

Known Weyrleaders & Weyrwomen

Time Period	Weyrleader	Dragon	Weyrwomen	Dragon
1st Interval	B'nurrin	Ianath	Shanna	Haralath
2nd Interval	V'lon	?	Morene	?
3rd Pass	T'mar	Zirenth	Fiona	Talenth
6th Pass	L'bol	Timenth	Empie	Dulchenth
8th & 9th Pass	G'narish	Gyamath	Nadira	Baylith

Igen Hold

Igen Hold is a largely desert region known for its sandworms, an animal that offers some protection from Thread. Most of Igen Hold's land is protected from Threadfall by the nearby Igen Weyr with parts of it's southern coast protected by Ista Wyer.

Know Lord Holders: Tesner (2nd Long Interval), Banger (early 9th Pass), Laudey (mid 9th Pass), Langrell (late 9th Pass)

Known Minor Holds: Big Bay Hold (also known as Igen Seahold), Katz Field, in addition the Igen Caves are inhabited by a large number of Holdless folk.

Known Crafthalls: Tanner Hall

Keroon Hold

Keroon Hold is an area of grassland, a extensive prairie known for it's livestock. The circumstances of its founding have not been revealed, but presumably the Hold was named in honor of Ezra Keroon, captain of the colony ships. Keroon Hold is known for cattle and runnerbeasts, though the latter are said to be not as good as Red Hold's for racing.

Known Lord Holders: Corman (9th Pass)

Known Minor Holds: Curved Hill Hold, Fork Hold, High Ground Hold, High Plateau Hold, Keroon River Hold, Kimmage Hold, Plains Hold (Beholden to Keroon in Second Interval; beholden to Lemos by Ninth Pass), Red Cliff Hold, Waterhole Hold (often erroneously listed as Last or Lost Hold), Wide Bay Hold, and at least seven minor holds whose names are not known; one of which was the home of Fort Queenrider Moreta.

Known Crafthalls: Beastcrafthall

Red Butte

This isn't a Hold but rather a famous landmark used by all the Weyrs for training new riders and dragons how to go between and as a neutral meeting place for the Weyrleaders during emergencies. It is a huge rounded rock, like an upside-down bowl, that sits isolated by any surrounding rock formations by miles of grassland.

Ista Weyr

The caldera that would eventually become Ista Weyr was originally as a place for queenriders to take their dragons during mating flights. In the twentieth year of the 1st Pass it was decided to establish a Weyr at Big Island (later to be renamed Ista Island) to protect the settlers there. Ista Weyr is sometimes referred to in song as Ocean Ista. Ista Weyr is traditionally a place for the recuperation of injured dragons and riders. Ista Weyr is one of the smaller Weyrs of Pern and is believed to have a capacity of less than four hundred dragons.

Known Weyrleaders & Weyrwomen

Time Period	Weyrleader	Dragon	Weyrwomen	Dragon
1st Interval	D'miel	Ronelth	Laura	Jemath
2nd Interval	C'rion	Nidanth	Dalia	Bidenth
3rd Pass	J'lantir	Lollanth	Dalia	Bidenth
3rd Pass	M'tal	Gamint h	Dalia	Bidenth
6th Pass	F'gal	Sanalth	Wimmia	Torenth
8th Pass-9th Pass	D'ram	Tiroth	Fanna	Miranth
Late 9th Pass	G'dened	Baranth	Cosira	Caylith

Big Bay Hold

Big Bay, also known as Igen Sea Hold, is a reasonably sheltered hold located in a bay formed on the Igen peninsula. many rivers drain into the nearby sea, including the Dunto River which is the continent's largest river. This mix of fresh and salt water makes for very diverse and abundant fishing.

Ista Hold

Ista Hold occupies the whole of Ista Island, a large, partly desert island to the Southwest of the Igen coast. The name Ista comes from the initials of the four families that settled there. Due to its temperate climate and low humidity, Ista has long served as a retirement destination for those suffering from the symptoms of old age or lung problems.

Known Lord Holders: Richud (Second Pass), Lord Dinesdain and Lady Sicca (8th Interval), Warbret (early 9th Pass), Fortine (late 9th Pass).

Known Minor Holds: Gar Hold, High Palisades Hold, Lado Hold, Red Sands Hold, Rocky Hold, and Sea Cliff Seahold. In addition Ista Hold was once home to Bitkim Camp, a Mining Stake established by the settlers Avril Bitra and Stev Kimmer prior to the First Pass. Its exact location is uncertain.

Nerat Hold

Nerat Hold occupies the Nerat Peninsula on Pern's East Coast, south of Benden Hold. This peninsula has a tropical climate and is famed for its pebbly beaches and lush forests. It is separated from Keroon Hold to the west by Nerat Bay. Due to its extensive coastlines and vast rainforests fish and lumber are Nerat Hold's main products.

Known Lord Holders: Brenton (1st Interval), Franco (2nd Pass), Gram (6th Pass), Vincet (8th Interval), Begamon (early 9th Pass), Ciparis (late 9th Pass.)

Vincent, Begamon, Ciparis

Known Minor Holds: Bent Ridge Hold, Berea Hold, Grethel Hold, Half Circle Sea Hold (unusual because, though it is under Nerat rule it is protected by Beta Wyer instead of Ista), Loscar Hold, Mardela Hold, Saluda Hold, Waneta Hold

Known Crafthalls: Farmcrafthall.

Monaco Weyr

Monaco Bay Weyr was originally established as "Eastern Weyr" and was the second weyr established in the Southern Continent, after the previous seven Weyrs became overcrowded during the Ninth Pass. It was established very close to the ancient hold of Monaco Bay Stake and originally made up of just weyrlings and older dragons. As most of the Southern Continent wasn't occupied at the time of its establishment, more experienced riders weren't needed to combat Thread. It lacks cliffs suitable for dragons to lair in so is described as an “open-air Weyr” with the dragons living in sandy pits protected by lean-tos of stone or wood with nearby huts for the riders. Due to its recet founding only one Wyerleader and Wyerwoman have ruled Monaco: Wyerleader T’gellan (bronze Monarth) and Weyrwoman Talina (gold Arwith).

Most of the stakes in Kahrain and Jordan Provinces were destroyed in the First Pass and have not been re-settled. Some of the known places protected by Monaco include the following:

Cove Hold

Cove Hold is a unique hold. It was created as a special haven for Master Robinton after his fateful heart attack. This cove was found when Robinton and Menolly were thrown off course while sailing because of a sudden squall. It was well remembered because of its beauty and the unique mountain that can be seen in the distance. When Weyrleader D'ram stepped down he went between times to this cove and was eventually found by Jaxom and Menolly with the aid of Ruth and southern firelizards. Cove Hold was constructed by the people of Pern in a matter of days and would eventually become a jumping off point for further explorers in the Southern Continent.

Landing

Jordan Province is also home to Landing, which houses the Computerer's Hall, the Technician's Hall, the Printer's Hall, the Paper-crafthall, and possibly the Plastic-crafthall. A Hydro-Electric Power station exists somewhere up the Jordan River. A reference to a hold near Landing being resettled was mentioned in passing, which could suggest Bordeaux or Calusa in Jordan have been restored.

Paradise River Hold

Paradise River Sea Hold includes most of the eastern Southern continent from parts of Macedonia and Cathay provinces eastward. It has at least three minor holds including Rubicon River Hold (AKA Kahrain Hold) and South Bend Hold. The third is un-named but located in Jordon Province. Paradise River is also home to the Dolpineer's Hall.

Southern Weyr

Southern Weyr was the first Weyr to be established on the Southern Continent. It was created in an attempt to increase the dragon population before the Oldtimers came forward in time. Beta Wyer sent Kylara and her new born queen Prideth (along with several selected riders) ten years back in time to establish the Wyer and mature in the hope that Prideth’s young could repopulate Pern.

After the Oldtimers came forward in time it became a sort of vacation spot for injured riders until Kylara and Wyerleader T’bor were relocated to High Reaches Wyer and the rebellious Oldtimers were banished to Southern.

Approximately 248 people were banished to Southern. Of these people most were servants and other lower cavern staff but at least 70 dragonriders were among their number. Many of these riders later died of old age and disease until, only seven years after their banishment, all the green riders had perished and only five bronzes and two infertile queens remained. During this time Madra of Fort Wyer was Wyerwoman while the Wyerleader was first T’ron and then, after his death, T’kull. In an attempt to prevent the extinction of the Wyer T’kull kidnapped a queen egg from Beta Wyer, nearly starting a dragon war. Luckily Jaxom and his white dragon were able to rescue and egg and return it. T’kull later died in a failed attempt to murder F’lar.

D’ram, the retired Wyerleader of Ista Wyer then took over Southern and brought with him many dragons from multiple Wyers. Today Southern is a thriving Wyer full of healthy dragons led by Wyerleader K’van (once known as “the smallest dragonboy”) and his bronze Heth. The Wyerwoman is Aldra rider of Queen Beljeth.

Southern Hold

Southern Hold largely occupies the land that was once the Delta and Dorado Provinces, plus Ierne Island and a small area of Macedonia Province. The Hold was unofficially begun when F'nor went between times to allow Ramoth's first clutch to mature in order to have enough dragons to fight Thread. Eventually this venture would return forward in time. Lord Toric went south with that expedition and built the hold in which he would became Lord Holder.

Honshu Weyrhold (formerly Honshu Stake)

Known Minor Holds and Crafthalls: Southern Hold is a huge state with at least twenty four minor holds beholden to it, and at least three Mineholds including the Karachi Camp Stake. Among these minor holds are Big Lagoon Hold, Central Hold, Drake's Lake, Dry Hold, Great Bay Hold, Island River Hold (formerly Boca River Stake), Key Largo Hold, Mountain Rift Hold, Numbweed Plain Hold, Roma Hold, Seminole Hold, and Yukon Stake. Southern Hold is also home to the Plastic-crafthall.

Telgar Weyr

Telgar Weyr was the last of the original Weyrs to be established. Founded by miners during the first Interval it's caverns were used during the first Pass to temporarily house any dragons waiting to move into one of the newer Wyers being built. By the Interval it was decided to turn the mine into an official Wyer after the mining hold began expanding. Today Telgar is the second largest Wyer on Pern, able to house up to 600 dragons.

Known Weyrleaders & Weyrwomen

Time Period	Weyrleader	Dragon	Weyrwomen	Dragon
1st Interval (early)	B'ner	Miginth	Zulaya	Meranath
2nd Pass	K'vin	Charanth	Zulaya	Meranath
2nd Interval	D'gan	Kaloth	Lina	Garoth
3rd Pass	T'mal	Zirenth	Fiona	Talenth
6th Pass	M'tani	Hogarth	Mellor	Dalgeith
8th Pass-9th Pass	R'mart	Branth	Bedella	Solth
Late 9th Pass	J'fery	Willerth	Palla	Talmanth

Crom Hold

Crom Hold is located in the western part of the Northern Continent bordered by High Reaches, Nabol, Ruatha and Telgar Holds. Crom was founded in the last year of the First Interval as a mine hold dubbed "Crom", after the initials of it's co-founders; Chester, Ricard, Otty & Minerva. By the late Second Interval, Crom had become a Major Holding and home of the Minercrafthall.

Known Lord Holders: Chester, Ricard , Otty, Minerva (the four founders of the Hold during the 1st Interval), Fenner (2nd Interval), Fenril (late 2nd Interval), Nerra (3rd Pass), Lesselden (8th Interval), Fax (8th Interval, Usurper), and Nessel (9th Pass).

Known Minor Holds: Campbell's Field Hold (Beholden to Crom in Second Interval; beholden to Telgar by Ninth Pass), Greenfields Hold, Keogh Hold (Beholden to Crom until as late as Sixth Pass; beholden to Nabol by Ninth Pass), Three Rivers Hold.

Known Crafthalls: Minecrafthall

Telgar Hold

Telgar Hold evolved from the mining facilities founded by Pern contractor Tarvi Telgar (née Andiyar) and named in honor of his wife Sallah Telgar. Most of Telgar Hold is protected by Telgar Weyr, although Igen Weyr flies Thread over the southern portion of the Hold.

Known Lord Holders: Tarvi Andiyar (1st Pass), Tashvi (1st Interval), Predder (2nd Interval), Tarathel (8th Interval), and Larad (9th Pass).

Known Minor Holds: Balan Hold, Campbell's Field Hold, Hilltop Hold, Miner's Hold, Southern Telgar Hold.

Known Crafthalls: Smithcrafthall and Starcrafthall.

Xanadu Weyr

In the late 9th Pass an area near Xanadu Stake was planned to be converted into a full Wyer during the next interval. Sometimes called “the Ninth Wyer,” Xanadu would eventually protect Macedonia and Cathay Provinces. The main people behind its founding were to be High Reaches Wyerleader M’rand and Breda, rider of gold Amaranth. During the late 9th Pass both of these proposed leaders lived in Malay River Stake Weyrhold while the exact location of Xanadu was yet to be settled.

Pernese Society

The most common intelligent species on Pern are human beings; indeed most people believe that humans are the only sentient species on Pern. Pernese humans came to the planet from many of the Federations colony worlds as well as from Earth itself so people with the features of all races and ethnic groups can be found on the planet. Unlike Earth there is only a single culture and language on Pern. The people broke all ties with their ancestors centuries ago so there are no hyphenated races (aka African American or Aboriginal Australian) everyone is simply Pernese no matter what their ancestor's ethic makeup was.

Technology

The Technology of Pern varies with the era of history. At landing the technology included faster-then-light spacecraft, sentient computers, and artificial longevity but by the end of the second long interval the technology level had fallen all the way to medieval levels due to the loss of historical records. By the time of The Skies of Pern, thanks to the rediscovery of the sentient computer AIVAS the technology had raised to approximately that of the late 1990s, though with the absence of automobiles, airplanes, and guns.

In addition to the rise and fall of technology Pern was influenced by the philosophy of the colonists. The people who founded Pern did so to return to a simpler life and as a result the majority of older Pernese are very resistant to change (they call it "being hidebound') and as a result new technology is often fanatically resisted. In general the technology of the 9th pass is as follows:

Transportation: riding upon the backs of equines (horses and donkeys) is the most common mode of transportation followed by driving carts (some up to stagecoach size) pulled by teams of oxen or draft horses. On the seas sailing is quite advanced, with three masted ships and precise navigation, but ships are rarely taken far from shore during a fall because of Thread. By the end of the 9th pass the Mastersmith was examining an ancient sled found in Honshu and was hoping to reverse engineer it so aircraft or trains may be on Pern's horizon.

Weapons & Armor: the majority of Pern's weapons are swords, clubs, pikes, and similar items. However due to Pern's scarcity of metals these weapons are expensive and the majority of people are armed with simple belt knives (daggers) or bamboo staves. Armor is rarely more elaborate than wherhide coverings, metal is simply to rare to waste on armor. In fact the only high tech weapon is the agenothree (HNO_3, a type of acid) sprayers and flamethrowers, both of which are used to kill Thread.

Power: Pern has wind and watermills as well as a few clockwork mechanisms, however the majority of the power on Pern is still animal based. Canines turn cooking spits, donkeys, oxen, ponies, horses, and llamas (burden, runner, or dray beasts) carry or pull heavy loads, and of course people power is still very much in evidence. By the end of the 9th pass experiments in steam engines, batteries and computers make trains and automobiles just around the corner.

Biotechnology/Medicine: of all of Pern's technology this has fluctuated the most. From advanced biotech at Landing medicine fell to an all time low of renaissance level during the 6th pass. The process of vaccinations was rediscovered during the 7th pass and helped inoculate the population from the Great Plague. From that time on Pern medical advances stayed at about the early 20th century until the end of the 9th pass when it rose to modern levels due to the discovery of AVIAS.

Social Groups

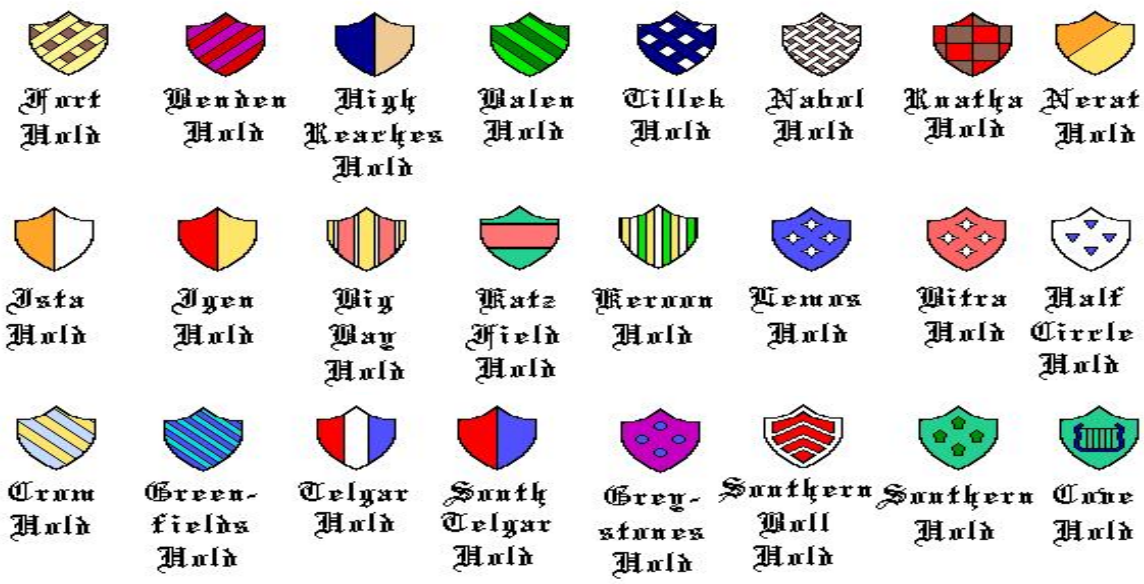
Pern society is split into three major groups, the Weyrs, the Holds and the Crafthalls. Each social group has its own professions and social hierarchy as well as differences in government and social outlook.

Holders: The bulk of the population lives in Holds. Holds are semi-autonomous settlements that produce crops and livestock to support themselves and to trade or tithe to other Holds, Halls and Weyrs. There are twenty Major Holds on the Northern Continent, each about the size of a small city or large town. Every Hold is controlled by a Lord Holder, a post that

is both elected and hereditary. These Lords further subdivide their lands into minor holds which might be considered a settlement about the size of a village or small town.

Holders usually name a favored son as Lord of the Hold once they die. If a Holder dies without specifying an heir (say due to an accident or simply because he thinks all his sons are selfish louts) than the other Major Lord Holders will hold an election. In such an election each Lord Holder and Craftmaster is allowed one vote for whichever relative of the deceased Holder they think would make the best leader. Whichever candidate gets the majority (80%) of the votes (be it a son, daughter's husband, or second cousin) wins the position. The Council of Lord Holders and Craftmasters may debate for hours and vote multiple times until a majority of votes is reached. Dragonriders can give advice but cannot vote in a Holder election and by Tradition the Master Harper records the results for the historical archives.

A small number of "Holdless" can also be found. These renegades of Pern have left the protection of the Holds and eek out their existence off the land. Many Holdless are the descendants of the Irish Tinker & Gypsy tribes that came from Earth and have a similar reputation. Others have been banished from their Hold for some offence and now live the life of nomads. Holds are required by custom to give shelter to the Holdless during a fall.



The Heraldic Shields used to symbolize the major Holds as drawn by Lisa Lai
http://www.interlog.com/~teleute/pern/pernart.htm

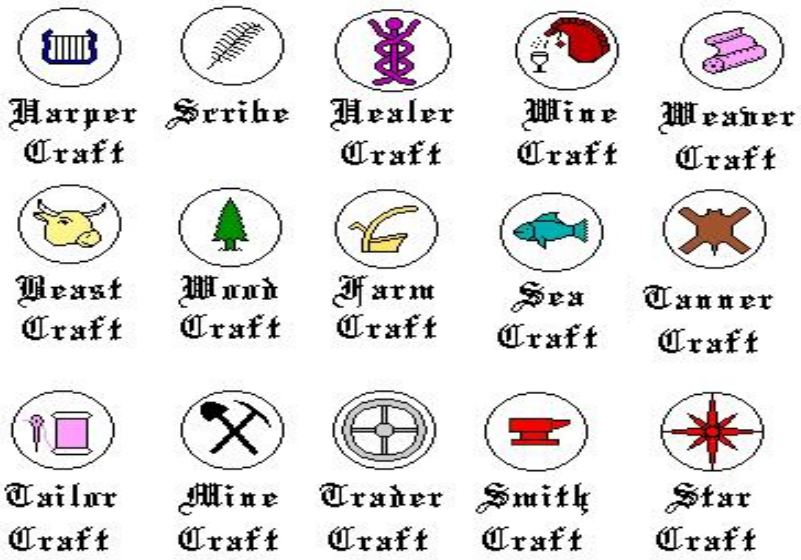
Crafthalls: Crafthalls are the centers of learning on Pern. Once children have been given a basic education by the Harpers or teachers in their Hold they are sent to a Crafthall to gain a vocation. Some people have natural gifts that are too common to have their own Hall. For example people with artistic talent may belong to many crafts such as weaving beautiful tapestries at the Weaver's Hall or illustrating books at the Printer's Hall. In all cases Crafthalls are located near a major Hold but are considered autonomous, answering only to their own organizational structure. This keeps a Crafthall from being forced to teach or sell only what the local Hall allows.

Skilled labor and specialized skills of many types are taught in the Halls and the ancient records of many of these establishments contain knowledge dating to before Landing. However, until recently many of these ancient records were illegible due to the damage caused by time and poor copying. With the discovery of AVIAS many of the old records were restored but the sentient computer did not restore records of how to manufacture any advanced machinery other than computers or any weaponry higher than Renascence level as it was these trappings of the modern world that the colonists were fleeing when they came to Pern.

Students in the Crafthalls start out as Apprentices. After the apprentices learn all the basic skills of their trade they graduate to Journeyman status and are assigned to various Holds and Weyrs where needed. Journeymen are also allowed to sell Crafthall approved items. Items approved by a Crafthall are considered superior to those that are not and usually fetch higher prices due to their better quality. Those Journeymen who consistently produce superior quality goods may gain their Mastership which allows them to teach others their skills. If the old Grandmaster of a Hall (called by the name of the Hall + Master as in Master Harper or Master Minor) should die or retire the other Masters of the Hall vote among themselves to rise one of their own to the Station.

The Crafthalls of Pern

Beast Hall	Veterinary medicine, especially pertaining to those animals imported from Earth
Farmer Hall	Farming of food crops and pesticides
Harper Hall	Music, entertainment, art, spying, and teaching
Healer Hall	Human medicine, dragon healing, and many sciences
Miner Hall	Mining for minerals and gems, and fire stone
Scribe/Printers Hall	Recordkeeping, libraries, and books; part of the Harper Hall until the 9th Pass
Sea Hall	Fishing, Sailing, Net making, Shipbuilding, Oceanography, Dolphineers
Smith Hall	Forging metal tools and weapons
Star-smith Hall	Astronomy and telescopes; part of the Smith Hall until the 9th Pass
Tailor Hall	The manufacture of clothing and the fashion industry
Tanner Hall	Produces leather goods from various native and imported animals
Trader Hall	Buys and distributes goods for the various Holds and Halls
Vineyard Hall	The manufacture of alcoholic drinks, especially wine (Viticulture)
Weaver hall	The manufacture of wool and plant fiber textiles: cloth, rugs, mats, etc.
Woodcrafter Hall	Arboriculture and the manufacture of wooden items including the printing of Marks.



The badges used to symbolize the crafthalls as drawn by Lisa Lai
http://www.interlog.com/~teleute/pern/pernart.htm

Weyrfolk: The Weyrs (rhymes with 'here') are the homes of the dragons and their riders, weyrs are not self-sufficient, and rely upon the Holds and Crafthalls for goods and services. In return the Weyr provides protection from Thread for the Holds & Halls within its dominion.

All Weyrs are created from extinct volcanoes and are built to hold a maximum of five hundred dragons. The five original Weyrs used the last of the ancient's stonecutters to join the lava tubes within the volcanoes into individual underground caverns. As a result the corridors create a maze of passages, though nowadays not all of the passages are still in use. Inside the walls of the Weyr is the Living Caverns where the children and staff live, as well as the kitchens and storage rooms.

Individual caverns lined with a stone ledge for landing upon found along the inner wall of the Weyr contain the individual lairs (also called weyrs) of the dragons. Each weyr contains a small apartment for the rider. Only the lowermost weyrs (such as those of the queens) have passages connecting them to the ground, all others must be gotten to by flight.

The largest room in the Weyr is almost always the Hatching Ground. This is a huge cavern filled with sand in which the queen dragons lay their eggs. Natural columns support tiers of seats where spectators sit, and ledges line the walls for dragons to perch on.

Within the bowl of the volcano can be found smaller stone buildings for storage, to house injured dragons or hatchlings not yet old enough to fly, and a pen containing livestock (the Feeding Grounds) used to feed the dragons. Upon the rim of the volcano are set the Star Stones and Eye Rock which are used to predict threadfall. A single tunnel allows access to the Weyr for those who cannot fly.

Weyr Badges as drawn by Lisa Lai http://www.interlog.com/~teleute/pern/pernart.htm

The Weyr's main inhabitants are the dragonriders. Dragonriders stand as white robed candidates on the Hatching Ground's sands when a clutch is about to hatch. As the dragons hum in welcome the eggs crack open spilling the dragonets into the sand. The clumsy newborns immediately look for a human in the audience that has a compatible personality with itself. Sometimes the hatchlings can be quite violent, clawing an unacceptable boy who tries to force impression or who is in the dragonet's way. If a suitable candidate is not available a hatchling may choose from someone in the stands or even suicide by going *between*. If all goes well a dragonet will choose a partner and a new dragonrider will join the Weyr.

The rider of the oldest queen dragon is the Weyrwoman and she is the administrator of a Weyr and one of the Weyr's two voices of authority. It is the Weyrwoman who selects and oversees the Weyr's Headwomen and Stewards, manages tithes and records, and petitions the Crafthalls for Journeymen. The position of Weyrwoman lasts until the oldest queen dragon can no longer lay eggs in which case she retires and the position will go to whichever rider is the partner of the junior queen dragon that next rises to mate.

The other voice of authority in the Weyr is the Weyrleader. The Weyrleader is in charge of the military defense of the Weyr including the distribution of the riders into wings, the appointing of dragonriders to various positions in the Weyr (such as Watch Dragon or Weyrlingmaster) and he is in charge of directing the wings during *Threadfall*. The position of Weyrleader may change frequently as the position goes to any dragonrider whose dragon catches the senior queen in her mating flight.

Currency and Equipment

The Pernese economy is based upon the Mark. The Mark is a fiat currency made of wood that has no inherent value of its own. Instead prices across Pern are fixed by a yearly meeting of Traders, Craftmasters, and Lords Holders. Marks produced by some crafthalls are more valuable than in others on certain goods, for examples marks produced by Lemos hold will buy more paper or wooden products (the main produce of Lemos) than marks produced in another Hold. Marks have their preferred craft hall symbol on the front and the denomination on the back. Holds attempt to reduce counterfeiting by the use of specially colored dies and imperfections in the carvings. Unsurprisingly, most Pernese prefer to barter, trading goods for goods instead of bothering with money.

The denominations for marks are 1/32, 1/16, 1/8, ¼, ½, 1, 2, 5, 10, and 100 Marks. For fractional marks only one number is stamped on the back and a horizontal line above the number shows that it is worth less than one mark. A line under the number shows it is worth whole marks. A mark from an appropriate Crafthall is worth double its marked value on the products it manufactures.

Below is a list of items available through most of Pern's history. This table includes the item's supported Crafthall, Encumbrance (if applicable), and average price.

Weapons

Due to the scarcity of metal and wood, melee weapons are rare on Pern. Most people have a belt knife, used for eating as much as fighting but only Lord Holders and their immediate underlings are likely to have other weapons. All weapons can be obtained from the Smith Craft.

All melee weapons use the Close Combat skill. The following qualities characterize each melee weapon:

Damage Dice: The damage the weapon deals on a successful attack.

Hands: The number of hands the weapon requires to use.

ENC: The weapon's encumbrance a measure of its weight and bulk.

Range: This is the effective range of a ranged weapon. Within the weapon's range, the Attacker shoots without penalty. If the target is within double the weapon's range, the attacker's Ranged Combat skill is modified by -20%. Attacks cannot be made at a distance beyond twice/double the weapon's range.

Rate: This is for ranged weapons and shows how many missiles can be fired per Combat Rounds, taking into consideration the time to load the weapon. For example, 1 CR, means one missile every combat round, while 1/3 CR means one missile every three combat rounds.

Quiver: Quivers can hold up to 30 arrows or crossbow bolts.

Cost: The price in Marks of the weapon.

Ammunition	**ENC**	**Cost**
Arrows (10)	—	1
Blowgun darts (10)	—	2
Crossbow bolts (10)	—	2
Sling bullets (10)	—	5
Quiver	—	2

Note: Using Ranged Weapons in Close Combat. If forced to use a ranged weapon as a club or spear thn treat the weapon as doing damage equal to its closest hand-to-hand equivalent if that is less than its ranged weapon damage.

Melee Weapons	**Damage**	**Hands**	**ENC**	**Cost**
Clubs & Axes				
Cosh	1D4	One	1	5
Club, Hatchet	1D6	One	1	20
Quarterstaff	1D8	Two	2	20
Battleaxe, War hammer or pick, Ball & Chain, Mace	1D8	One	2	120
Greathammer, Great Axe, Military Flail, War Maul	2D8	Two	4	200
Halberd,Polearm, Glaive	1D8	Two	3	200

Shields				
Small (Buckler)	1D4	One	1	50
Medium	1D6	One	2	150
Large	1D8	One	3	300

Spears				
Lance	1D10	Two	3	150
Longspear	1D8	Two	2	30
Shortspear	1D6	One	2	20

Swords and Knives				
Bastard Sword	1D10	Either	3 or 2	250
Belt Knife	1D4+1	One	—	20
Greatsword	2D8	Two	4	300
Longsword, Scimitar	1D8	One	2	150
Rapier	1D6	One	1	150
Shortsword	1D6	One	1	100

Ranged Weapons	Damage	Hands	Range	Rate	ENC	Cost
Missile Weapons						
Blowgun	1D2	Two	15m	1 CR	—	30
Flamethrower	2D8	Two	100m	1/3 CR	2	400
Heavy Crossbow	2D6	Two	150m	1/3 CR	2	350
Light Crossbow	1D8	One	125m	1/2 CR	1	150
Long Bow	1D10	Two	150m	1 CR	1	150
Nomad Bow	1D8	Two	125m	1 CR	1	150
Short bow, Staff Sling	1D8	Two	75m	1 CR	1	75
Sling	1D6	One	50m	1 CR	—	5
Thrown Weapons						
Dagger, Knife	1D6	One	STR*m	1 CR	-	30
Dart, Throwing Star	1D4	One	STR*m	1 CR	—	15
Hatchet	1D8	One	STR*m	1 CR	1	25
Javelin/Shortspear	1D6	One	STR*2m	1 CR	1	20
Rock/ improvised	1D4	One	STR*m	1 CR	1	—

Armor

Armor is practically unheard of on Pern. No one would waste metal on any form of mail or plate. Instead a heavy leather made from cow or wherry hide is used. The following qualities characterize a set of armor:

The Effects of SIZ on Armor: Armor made for a character of SIZ 1 to 5 will have its cost and ENC halved from that shown on the Armor table. Characters of SIZ 21 or higher will double the cost and ENC for any armor made for them.

Layering Armour: Characters may not wear more than one type of armor.

AP: The armor point value of the armor.

ENC: The armor's encumbrance. The weight and bulk of the armor.

Cost: The cost of the armor in Marks.

Armour	AP	ENC	Cost	Description

Leather	2	3	500	Boiled and stiffened herd beast leather or linen armor.
Wherhide	3	5	1000	Leather armor made from the hide of wherries.

Animals

Here is a list of animals one can buy to ride, pull a vehicle, or use for hunting. These are average specimens in good health. A prize stud bull or racehorse could be worth twice the amount given below. In contrast a beaten up old nag, good only for dragon food would be worth less than half the normal amount.

Beast	Cost (in Marks)
Avian (chicken, duck, quail, etc)	1
Avian (Hawk or Falcon)	400
Canine (spit dog)	2
Canine (hunting or herding dog)	25
Equine: Draybeast (donkey)	125
Equine: Draftbeast (draft horse)	350
Equine: Pony or wild Runner	300
Equine: Riding Runner (horse)	400
Equine: Racing Runner	500
Feline: Domestic (house cat)	2
Feline: Tunnel cat (Ferret)	3
Firelizard Egg	800
Herdbeast: Bovine (Cow)	150
Herdbeast: Bovine (Bull)	250
Herdbeast: Bovine (Ox)	200
Herdbeast: Burdenbeast (llama)	80
Herdbeast: Caprine (goat)	50
Herdbeast: Porcine (pig)	50
Herdbeast: Ovine (sheep)	30
Wher Egg	600
Wherry: Domestic	350

Transportation

This is the average price for travel in Marks. It assumes you are buying passage in a ship or carriage to a known destination. Many Pernese just buy a runnerbeast (or bribe a dragonrider) to get to a destination.

Transport	Cost in Marks
by Coach	1 per kilometre
by Post-Horse	2 per kilometre
by Ship	1 per kilometre
by Wagon	5 per kilometre
Rent a Runnerbeast	10 per day

Food and Lodging

This is staying in an inn or hotel. Most people will let someone lodge in their hold or wyer in exchange for minor labor such as helping in the kithen or load firestone bags instead of asking for money.

Item	Cost in Marks

Lodging, Poor	¼
Lodging, Average	1
Lodging, Superior	5
Food & Drink, Poor, 1 Day	¼
Food & Drink, Average, 1 Day	½
Food & Drink, Superior, 1 day	2
Trail Rations, 1 Day	½

Miscellaneous Items

These are various items not included in the categories given above. They include wine skins (perfectly aged Benden Wine is considered superior and commends twice the price given below), camping and fishing gear, boats, dragon poker cards, and many other items that characters may need to purchase. Certain items may have game rules associated with them as follows:

***Backpack*:** It can hold 20 ENC of equipment.

Block & Tackle: Adds +20% to Mechanisms tests to make or disarm large traps and makes Engineering tests possible in some circumstances. It requires at least 10m of rope to function.

Candle, 1 Hour: A candle illuminates a one-meter radius. Any wind stronger than a slight breeze will extinguish a candle.

Climbing Kit: A climbing kit provides a bonus of +20% to any Athletics skill tests made to climb.

Crowbar: Adds +20% to brute force Athletics tests. If used as a weapon, it is considered a club (wielded with a -20% penalty).

First Aid Kit: A first aid kit is good for five uses (whether the skill test succeeds or fails).

Fish Hook: This item allows a character to use their Lore (Natural World) skill to catch a fish without suffering a penalty on the test.

Fishing Kit: The fishing kit grants a character a +20% bonus to their Lore (Natural World) test to catch fish.

Grappling Hook: It will support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Hammer: If used as a weapon, it is treated as a club (wielded with a -20% penalty). Hammers may be used on inanimate objects without being destroyed.

Lantern: A lantern provides bright illumination out to a three meter radius. It will burn for two hours on a single glow.

Matches: A character with matches can build a fire in one minute under normal conditions without having to roll his Lore (Natural World) skill.

Mining Pick: If used as a weapon, it is considered a club (wielded with a -20% penalty). Mining picks may be used on inanimate objects without being destroyed.

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Oil, Flask: A flask of oil is enough to cook two meals or, if broken on the ground and ignited, enough to sustain a small fire for one minute.

Portable Tool Kits: Adds +20% to any skill involving the type of kit. So a Healer's Kit will add 20% to a Medicine roll while a Tailor's Kit will add 20% to a craft roll to make or sew clothing.

Rope, 10 Meters: A standard rope can support the weight of 50 ENC or 50 SIZ, or any combination thereof.

Sack, Large: Able to hold 10 ENC of equipment.

Sack, Small: A small sack can hold 5 ENC of equipment.

Scythe: If used as a weapon, it is considered a bill (wielded with a -20% penalty).

Suitcase: It can carry 15 ENC of equipment.

Spade: If used as a weapon, it is considered a club (wielded with a -20% penalty).

Torch, 1 Hour: It will burn for one hour. A torch illuminates within a three metre radius. If used as a weapon, it is considered a club (wielded with a -20% penalty), except that it does not inflict normal damage - instead, it inflicts 1D4 fire damage and a fumble, or critical hit will also extinguish the brand.

Water skin*:* A water skin can hold enough water to sustain an adventurer for two days.

Equipment Type	Equipment	Crafthall	Encumbrance	Price
Camping Gear	Backpack	Tanner Craft	1	5 Marks
	Bedroll	Weaver Craft	1	1 Mark
	Blanket	Weaver Craft	1	½ Mark
	Candle (1 Hour)	Farmer Craft	-	¼ Mark
	Glass Bottle	Trader Craft	-	2 Marks
	Chain (2 meters)	Smith Craft	2	40 Marks
	Climbing Gear	Smith Craft	1	25 Marks
	Crowbar	Smith Craft	1	25 Marks
	Grapnel	Smith Craft	-	5 Marks
	Iron Spike	Smith Craft	-	5 Marks
	Lantern (uses glows)	Farm Craft	1	10 Marks
	Matches (box of 10)	Smith Craft	-	½ Mark
	Oil Flask	Farm Craft	1	1 Mark
	Pouch or Purse	Tailor Craft	-	1 Mark
	Rope (10 Meters)	Weaver Craft	2	10 Marks
	Sack (Large)	Weaver Craft	1	2 Marks
	Sack (Small)	Weaver Craft	-	1 Mark
	Suitcase	Tanner Craft	1	5 Marks
	Tent (2 Person)	Weaver Craft	2	40 Marks
	Torch	Wood Craft	-	½ Mark
	Wine Skin	Wine Craft	1	1 Mark
Fishing Gear	Block and Tackle	Sea Craft	1	15 Marks
	Fish Hook	Sea Craft	-	¼ Mark
	Fishing Kit	Sea Craft	1	15 Marks
	Navigator Tools	Sea Craft	-	500 Marks
	Steel Cable (2 Meters)	Smith Craft	1	20 Marks
Harper Gear	Book	Scribe/Printer Craft	1	60 Marks
	Musical instrument	Harper Hall	2	17 Marks

	(apprentice made)			
	Musical instrument (Journeyman Made)	Harper hall	2	35 Marks
	Musical instrument (Master quality)	Harper Hall	2	70 Marks
	Papyrus or Paper Sheet	Scribe/Printer Craft		2 Marks
	Sand Table	Harper Hall	1	45 Marks
	Scribe's Kit	Scribe/Printer Craft	1	60 Marks
Medical	First Aid Kit	Healer Craft/Beast Craft for animals	-	25 Marks
	Healer's Kit	Healer Craft/Beast Craft for animals	1	150 Marks
Tools	Balance & Weights	Trader Craft		
	Crowbar	Smith Craft		
	Hammer	Smith Craft	-	1 Mark
	Knitting or Sewing Needles	Tailor Craft	-	¼ Mark
	Ladder (3 Meters)	Wood Craft	4	2 Marks
	Lock Picks	Smith Craft	-	75 Marks

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	Mining Pick	Miner Craft	1	35 Marks
	Plow	Farmer Craft		
	Pole (3 Meters)	Wood Craft	1	1 Mark
	Portable Tool kit	Varies by Craft	2	75 Marks
	Saw	Wood Craft	1	2 Marks
	Scythe	Farm Craft	2	30 Marks
	Shovel	Farm Craft	1	25 Marks
	Spinning Wheel	Mine Craft	3	10 Marks
	Telescope	Star Craft	1	50 Marks
	Wheelbarrow	Farm Craft	3	5 Marks
	Whetstone	Miner Craft	2	3 Marks
Transportation	Bit & Bridle	Tanner Craft	1	75 Marks
	Horseshoes (1 shoe)	Smith Craft	-	¼ Mark
	Saddle & Tack	Tanner Craft	1	100 Marks
	Cart	Trader Craft	8	75 Marks
	Wagon	Trader Craft	N/A	100 Marks
	Rowboat	Sea Craft	8	50 Marks
	Keelboat	Sea Craft	N/A	100 Marks
	Sailing Ship	Sea Craft	N/A	1000 Marks
Miscellanious Pern Things	A plain leather belt with a bronze buckle	Tailor Craft (1 mark)	-	1 Mark
	Sack of Flour	Farm Craft (1 mark)	1	1 Mark
	1 lb. Loaf of Bread	Farm Craft	-	1/16 Mark
	Sack of sugar	Farm Craft	1	1 Mark
	Slice of Bubbly Pie	Farm Craft	-	1/32 Mark
	Sack of nuts (in the shell)	Farm Craft	-	½ Mark
	A plain shirt or Pants	Tailor craft	-	1 Mark
	A keg of ale	Wine Craft	3	1 Mark
	Sack of Crom coal	Miner Craft	1	½ Mark
	Small Hardwood Box	Wood Craft	-	1 Mark
	Soap Sand (1 box borax)	Farm Craft	-	1 Mark
	Agate or quartz bead necklace	Miner Craft	-	1 Mark
	Jade Bracelet	Miner Craft	-	2 Marks
	Sack of Firestone	Miner Craft	1	1 Mark
	Deck of Dragon Poker Cards (with generic art)	Scribe/Printer Hall	-	1 Mark
	Deck of Dragon Poker cards (with art featuring the current Weyr-leaders, Harper, ect)	Scribe/Printer Hall (4 marks)	-	4 Marks

Penal System

If a man commits a crime it is most usually the local Lord Holder who will sit in judgment if the crime occurs in a Hold or the Wyerleader if the crime occurs at the Weyr. Most punishments consist of giving restitution to the wronged party. Imprisonment is the next severest penalty. Rape is usually punished by castration and particularly serious crimes may result in being banished. In the later case they may be cast out and made Holdless or dumped upon an uninhabited (and unprotected from Thread) island and left to fend for themselves. In particularly heinous crimes (like mass murder or poisoning a dragon) the victim may be staked out to be eaten alive by Thread.

These rules assume that the reader is familiar with how role-playing games work and the differences between Player Characters (PCs), Non-Player Characters (NPCs), and the Game Master (GM). This game uses polyhedral dice and at least one pair of 10 sided dice of different colors (or a single Zocchihedron) is needed to make the percentile rolls that are the core of this system.

The Dragonrider's of Pern Role-Playing Game's character generation is a six-step process and, at each step, the player makes decisions about what their character is like at the beginning of the game, when the character is just starting on their career.

Step 1: Determine Concept

In one sentence, sum up what your character is all about. Use the world information above to give yourself ideas. Ask the other players what their character concepts are to make sure the group has an exciting selection of characters. Check with your GM that your character concept fits in with the type of game that the group is going to be playing. Finally, if you haven't done so already, write the character's name on the character sheet.

Step 2: Generate Characteristics

Your character has seven characteristics that determine his basic abilities in the game The characteristics are:

Strength (STR): A character's capability with brute force, strength affects the amount of damage they deal, how much they can lift and so on.

Constitution (CON): A measure of the character's health, constitution affects how much damage they can sustain in combat, as well as general resistance to disease and other illnesses.

Dexterity (DEX): Dexterity is the character's agility, coordination and speed of reactions. This ability aids a character in many physical actions, including combat.

Size (SIZ): *Size* is an indication of the character's mass and, like strength and constitution, affects the amount of damage a character can deal, and how well they can absorb damage. For more on SIZ see the chapter on Spot Rules.

Intelligence (INT): A character's ability to think around problems, analyze information and memorize instructions.

Power (POW): Power is a measure of the character's life force, the strength of their willpower, and a measure of how much psionic power they have.

Charisma (CHA): This quantifies a character's attractiveness and leadership qualities.

Each characteristic starts with a value of 8. You have thirty points to distribute to increase them. The maximum value of a characteristic during character generation is 18. You may also lower a characteristic to gain extra points. For example, reduce STR from 8 to 6 to gain 2 points. Note that INT and SIZ cannot be decreased below 8. Other characteristics have a minimum value of 3, although such a low value would indicate that the character has a severe disadvantage in this area.

Step 3: Determine Attributes

Attributes are a set of secondary scores that define the character's potential to do and take physical damage, how quickly they move, and the amount of psionic energy available to the character. The character's characteristic scores determine the value of their attributes.

Damage Modifier (DM): The Damage Modifier applies whenever the character uses a melee or thrown weapon. It's calculated by adding the character's Strength and Size together and referring to the table below. The modifier gets more significant when the sum of Strength and Size are higher -bigger, stronger, characters deal out more damage than smaller, weaker, characters.

Total of STR and SIZ	**Damage Modifier**
1-10	-1D6 *
11-15	-1D4 *
16-25	+0
26-30	+1D4
31-45	+1D6
46-60	+2D6
61-75	+3D6
76-90	+4D6
Every additional + 15	+1D6

*If after you have taken away the rolled damage modifier and the damage is under 0, increase it to 1.

Hit points (HP): These determine how much damage the character can sustain before reaching unconsciousness or death. Hit points equal Size plus Constitution divided by 2, rounded up.

Psi points (PP): A measure of the character's Psionic energy. Used to activate any psionic powers the character knows. The character's starting psi points will be equal to the character's POW.

Movement rate (MR): This is the amount in meters that a character can move in a five-second Combat Round. Human characters have a Movement rate of 15 meters (50 feet).

Step 4: Determine Skills

Skills are things that the character can do. They represent particular areas of expertise. In-game, the percentage value of the skill is rolled against, using a D100, to work out if a character completes a task in the game. A roll equal to or less than the skill percentage indicates a success.

For example: F'red has a Dodge of 52%, which means that in combat he has to roll 52 or under on D100 to avoid the incoming blows of his opponent.

What do the Numbers Mean?

The following table translates the skill percentage into a 'real world' description of the level of expertise.

Skill	Expertise	Description
0-25%	Novice	No experience with the skill and is relying on raw talent and beginner's luck.
26-50%	Apprentice	This level of expertise represents someone actively learning the skill.
51-75%	Journeyman	The character is competent with the basic uses of the skill, which they use in everyday life.
76-99%	Expert	This character is a local expert at the skill, who can perform it under most conditions with ease and elegance.
100%	Master	They are acknowledged as best at that skill, and regularly perform the impossible in challenging conditions.

100% is the upper limit for skills, either through improvement or by being modified before a skill roll. Characters with skills at 100% are Masters of their skills, and always automatically succeed with a critical effect.

Calculating Skills

For each skill, calculate the starting skill value, also known as the base score, from the calculation provided. Then write it down on the character sheet next to the skill.

During character generation, the player gets a pool of points to spend on each group of skills. Distribute points between the skills, with a limit of no more than 30 to be allocated to any one skill.

Resistances

Resistances are skills that get the character out of harm's way. Spend 50 points between these three skills.

Skill	*Base Score*	*Description*
Dodge	DEX+10	Avoiding incoming objects
Persistence	POW+10	How mentally though your character is.
Resilience	CON+POW	How physically tough your character is.

Combat Skills

Combat skills measure the character's skills in physical violence. Spend 50 points between the three skills.

Skill	*Base Score*	*Description*
Close Combat	DEX+STR	Using a knife, sword, etc.
Ranged Combat	DEX+INT	Using a bow, crossbow, or throwing knife.
Unarmed Combat	DEX+STR	Using punches, kicks, claws, fangs, etc.

Knowledge Skills

Knowledge skills measure the intellectual abilities of the character. Knowledge: Spend 50 points between the skills.

Skill	*Base Score*	*Description*
Culture (Own)	INT+10	The history, politics, and society of modern Pern
Language (Own)	INT+50	The modern Pernese language.
Natural Lore	INT+10	Knowledge of the animals, plants, and minerals of Pern.
Culture (Other)	INT	The history and society of ancient Earth before the First Fall.
Language (Other)	INT	The original language of the settlers from Earth (English)
Lore (Type)	INT	Various knowledge (musical theory, medical theory, dragon lore, etc.)

Practical Skills

Practical skills measure the character's ability to perform a variety of everyday and specialist tasks. Spend 75 points between skills.

Skill	*Base Score*	*Description*
Athletics	DEX+STR	acrobatics, climbing, jumping and swimming
Craft	INT+10	The ability to craft an item
Deception	DEX+INT	The arts of disguise, slight of hand, and stealth.
Driving	DEX+INT	The ability to drive a cart or wagon.
Engineering	INT+10	Designing, building, repairing, or sabotaging masonry, machines or vehicles
Healing	INT+10	Practising medicine and first aid.
Influence	CHA +10	The art of persuading others.
Mechanisms	DEX+INT	Assembling or disassembling a device.
Perception	INT+POW	How alert your character is.
Performance	CHA+10	Composing poetry, singing, dancing, acting, playing a musical instrument, etc.
Riding	DEX+POW	Riding a runnerbeast or dragon without falling off.
Sailing	DEX+INT	The ability to sail a boat.
Streetwise	CHA+POW	How well your character blend in with the unsavoury parts of society.
Trade	INT+10	How well your character's bargaining abilities are.
Wealth	INT+CHA	What resources your character has. Wealth also indicates status and your Pernese social rank.

Psychic Skills

Psychic skills measure the character's ability to perform psionic powers. There are two types of psionic abilities. Extrasensory Perception, or ESP, is the ability to perceive things without using your physical senses such as seeing the future or reading minds. The other psychic discipline is telekinesis which is the ability to move things with your mind, including atoms to start fires. Look at the powers in the **Skills and Powers** chapter and pick an amount of magnitude of powers equal to your character's POW characteristic.

Skill	*Base Score*	*Description*
ESP	POW×3	Sensing things with your mind
Telekinesis	POW+STR	Moving things with your mind

Step 5: Select Cash and Equipment

Each character typically starts with some money and the tools of their trade. Your GM may allow you to buy additional equipment before the game starts from the character's starting cash. Every character starts with:

1. 4D6×10 in Marks unless you are using the optional rules to abstract resources using the Wealth skill. This is your starting cash.

2. Each character starts with one of the two arms and armor packages below:

2a. Leather armor, ranged weapon, close combat 2H weapon and belt knife.

2b. Leather armor, a medium or small shield, ranged weapon, close combat 1H weapon and belt knife.

*****Armor may be upgraded to wherhide by giving up a ranged or close combat weapon.

3. Also, each character starts with the following equipment: A backpack, rope, two weeks' worth of traveling provisions, flint and tinder, and a water skin.

Step 6: Finishing Details

The last step in character creation is to determine your character's age, fortune points, background, profession, and motives.

Age

Human characters start play at any age between 18 and 28. To randomly determine this, roll 2D6 and add 16.

Fortune Points

Every character starts with two fortune points.

Fortune points are what distinguishes the player character from the average stay at home type folk. They represent their good fortune and ability to escape life-threatening situations with ease.
Fortune points allow the player character to do any of the following in game:

- Re-roll any failed dice roll.
- Flip the existing dice result for a failed test so that the units are now the tens and the tens are now the units, so that it is a success.
- Avoid character death. Instead of dying, the character, if reduced to zero or fewer hit points, is merely unconscious. The character remains in such a state until the combat is over, at which point they awaken with one hit point.

Once spent, fortune points are gone.

The Game Master awards fortune at the end of the game session for moments of outstanding heroic play. In an average session, each character should receive two fortune points. The GM will modify this total if the character has performed particularly poorly or heroically, giving a range of between zero and four fortune points to be awarded.

Background

The background is useful not only to give the character history before the game starts but also as a way of noting all the intangible elements of the character's personality.

Writing down a background is optional and can be done either before or after character generation or can even emerge during play.

Even if you do not create a fully written-up background, it is worth making a mental note of what the character is like as a person and roughly what their background is previous to play, as well as visualizing what they look like.

Motives

Motives are what drives the character's actions. They are the character's goals, both short and long-term.

Saga Motives are life motives and are only achievable throughout a linked set of adventures, commonly known as a 'campaign.'

Quest Motives are usually relevant to the adventure currently being played and are determined near the beginning of the session by the players.

At the end of character generation, choose one Saga Motive for your character and at the beginning of the adventure, choose a suitable Quest Motive.

Non-human adventurers (Optional)

With the Game Master's permission, your character may be one of the creatures found in the Creatures chapter. One can choose a dragon, dolphin, fire lizard, or watch wyer. One way to make a party viable (especially if there are only two players) is to make one character the dragon and another it's rider. Or perhaps a wher and it's handler or a Harper and their fire lizard. Dolphins are to restrictive for most games but may make good one shot characters, perhaps when the normal characters need to find something on the ocean floor they can roll-play the retrieval as dolphins.

To play a non-human character can roll Characteristics randomly or take the Characteristic value in brackets as the starting point and add ten points amongst them. Characteristics cannot be increased above the maximum rollable plus three.

Make a note of the special abilities, traits, movement rates, natural armor and the natural weapons of the creature; damage base is as given, and skills start at Base Value.

Then determine skills and psionics as normal, perhaps using the weapons and skills on the creature description which depict an average member of the species as a guide.

Sample Professions (Optional)

The following list of character types includes most of the character archetypes found in Anne's books. These templates are the bare skeleton around which a more complete character might be generated. Each profession has a list of the skills possessed by that type of character. A character needs to place at least a few skill points in each of these skills and select any indicated Psionic powers that go with the chosen profession.

Characters from a Wyer

Dragonriders are the sworn protectors of Pern, flying to face the menace of *Thread*. All dragonriders belong to (and live in) a Weyr, but thanks to the flying and teleporting abilities of his dragon, a rider may be encountered practically anywhere. A dragonrider is always inseparable from his dragon. From the moment of Impression, a dragon and rider's mind is always in constant communication and the bond is so close that if a rider dies the dragon will follow his soul *between* to death. Even if the dragon dies first the rider will often suicide in order to remain with his life long partner.

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Dragonriders are completely responsible for the care of their dragon. They must keep them fed, brush and oil their hides, and be responsible for keeping their dragons in the Weyr when they are "proddy' (going into heat) or if a fall is due. In addition Queen Riders must be ready to remove a queen from a Weyr if another queen goes into season because queens will fight to the death over the males if within sight of one another.

In addition to the needs of their dragons and their duty to Pern each rider functions as a member of a unit: a wing. Thus the effectiveness of Thread fighting is as much a function of the skill of the individual riders as it is of the ability to coordinate between and among other riders. Pernese dragonriders are more like a fighter pilot than a fantasy warrior, they do not carry weapons aloft as swords and knives are useless against Thread. The only exceptions are the riders of gold dragons who carry flamethrowers due to their dragon's inability to breathe fire. Normally the only equipment carried by a rider is his clothing, a wherhide riding jacket, a helmet, and a belt knife for eating.

COMBAT RIDER

A combat rider is the rider of a typical fighting dragon. The character has impressed a green, blue, brown, or bronze dragon and is already a member of a wing.

Resistances: Dodge, Persistence, and Resilience.
Combat Skills: Close Combat, Unarmed Combat.
Knowledge Skills: Culture (own), Language (own), Lore (dragon.)
Practical Skills: Athletics, Influence, Perception, Riding, Wealth (35% or higher.)
Psychic Skills: ESP (Must choose Impression at Magnitude 3 or higher)

QUEEN RIDER

The riders of the golden queens have steeds that are larger than and not as maneuverable as the other dragon types. In addition queens cannot breathe fire. For this reason they fly behind the leading edge of Threadfall allowing their riders to use flamethrowers on the few clumps of thread that the combat riders have missed. As queenriders do not engage in strenuous combat as much as the other riders and because they also function as the center of administration in a Weyr the queen riders deserve their own template.

In addition to administrative duties a strong tradition of Dragon-healing exists among queen riders as the ability a queen dragon has to control other dragons makes their riders the perfect candidates for this important element of Weyr life. Each Weyr will have one Senior Weyrwoman and from one to four junior queen riders.

Resistances: Persistence.
Combat Skills: Ranged Combat (flamethrower.)
Knowledge Skills: Culture (own), Language (own), Lore (dragon,) Natural Lore.
Practical Skills: Athletics, Healing, Influence, Perception, Riding, Wealth (86% or higher.)
Psychic Skills: ESP (Must choose Impression at Magnitude 5 or higher)

WEYRLING

Both riders and dragons that have newly Impressed one another are called weyrlings until their training is complete. It is during the two Turns following a dragon's hatching that the skills of being a dragonrider are taught to the youngsters by the Wyerlingmaster, an older and experienced rider with a high teaching skill.

During this time the weyrling learns the skills of being a dragonrider: how to properly care for his dragon, basic first aid, flying, navigating *between*, thread fighting tactics, and the social structure of Weyr life.

Weyrlings can be anywhere from ten to twenty five years old when they impress but the majority of candidates are between thirteen and twenty Turns old. The Weyrling period lasts for approximately two Turns but gold dragons may develop at a slower rate. Generally a dragon is capable of flight at one Turn, going *between* at 15 months, and can chew firestone and flame at about the 18 months of age. Gold dragons will never chew firestone, it makes them vomit, this is a good thing for if it did not the dragoness would become sterile and be of even less worth than a green.

Their duty to the Weyr is not a particularly hazardous one as their training mainly consists of flaming colored ribbons thrown from above to simulate Threadfall and bringing sacks of firestone to the riders during fall. Weyrlings will not be considered full dragonriders until they raise their wealth (status) to at least 35% and are selected to ride with a Wing. Candidates that Impress gold dragons need to raise their wealth/status to 86% or higher to become an official member of the queen’s wing.

Resistances: Any
Combat Skills: Unarmed Combat.
Knowledge Skills: Culture (own), Language (own), Lore (dragon.)
Practical Skills: Athletics, Perception, Riding, Wealth (1% or higher.)

Psychic Skills: ESP (Must choose Impression at Magnitude 3 or higher)

WEYR STAFF

In addition to the risers a Weyr has a sizable support staff. Most Weyrs have about 1000 or more personnel living in its Lower Caverns. This small army of people is composed of servants, cooks, crafters, teachers, candidates, and family members of the dragonriders. The Headwoman is in charge of all of these non-riders and she and her stewards oversee the repair or replacement of furniture, rugs, tapestries, clothing, sleeping furs, boots, and hide for repair of riding gear. The Headwoman is also in charge of informing the Weyrwoman of shortages in goods or services.

Members of the Weyr staff are delegated to all the jobs necessary to a community of such size. They maintain the Weyr's herds, stables and stores; laundry, cleaning and cooking as well as raising the children, and seeing after the elderly. Specialized labor is provided in part by the Crafthalls, and it is Headwoman who oversees whose talents are best suited to which task.

With the exception of the Headwomen and stewards, the Lower Caverns Staff would be typical Pernese people.

Resistances: Dodge.
Combat Skills: Unarmed Combat.
Knowledge Skills: Culture (own), Language (own), Natural Lore.
Practical Skills: Craft, Wealth (35% or higher for Assistant Headwoman or Stewards.)
Psychic Skills: ESP

Characters from a Hold

Holders include the common people of Pern. As typical people Holders rarely have many advantages or skills and only the most common templates are given here. All others including Drudges (simple maids and servants that do the menial tasks of the Hold) would work best as NPCs.

BLACKGUARDS

These are the men and women who make a dishonest living. They may be con men, thieves, highwaymen, or even gamblers. Few take peoples property by force of arms but prefer stealth be it sneaking into locked rooms, picking someone’s pocket, marking cards, or making sure a horse throws a shoe in a race.

Resistances: Dodge
Combat Skills: Close Combat, Unarmed Combat
Knowledge Skills: Culture (Own) and Language (Own)
Practical Skills: Athletic, Deception, Driving, Riding, Streetwise
Psychic Skills: ESP

CITIZEN HOLDERS

As in the Weyr all Holds have a sizeable support staff as well as a large population of commoners. Most major Holds have at least 100 staff members composed of servants, cooks, and assistant stewards. The rest are the common working men and woman of Pern.

Most of the citizens of a Hold are typical farmers or tradesmen who tend to live at their Holds but a few are traveling merchants who crave a more interesting life so travel from Gather to Gather hawking their wares. Still others trap vermin, help take care of the Hold's animals, tailor clothing, or deliver messages for a living, among other things.

Then there are the members of the hold's staff. As in the Weyr the staff is in charge of all the jobs necessary to the community. They are the servants who do the laundry, clean the common rooms, cook enough food to feed the Hold, and tend to the children and the elderly. As in the Weyrs a Headwoman is in charge of these servants and it is she has all the duties of her Weyr counterpart.

The Steward is basically an accountant in charge of the day to day running of the Hold. It is he that makes certain that all goods and tithes are accounted for, punishes minor crimes, takes appointments for the Lord Holder, and is in charge when the Holder is away on business. He is in short the Lord's Right Hand Man.

Resistances: Dodge.
Combat Skills: Unarmed Combat.
Knowledge Skills: Culture (own), Language (own), Natural Lore.
Practical Skills: Craft, Driving, Perception, Riding, and Trade. Assistant Headwoman or Stewards need a Wealth/Status of 1% or more.
Psychic Skills: ESP

LORD/LADY HOLDER

These are the heads of Pern's major holds. Minor holders are the equivalent of mayors while Major Holders are similar to the kings and queens in status. The Lord (or Lady) Holder has a lot of responsibility, caring for the people of his Hold, deciding on how much to tithe to the Weyr, making sure his land is safe from Thread, and deciding on how to punish criminals are routine affairs for a person of this status. When a minor Holder dies his successor is chosen from among the family's bloodline (usually the son of the previous Holder) by the Lord Holder in charge of the area. When a major Holder dies his successor is chosen by the other Lord Holders in council.

Resistances: Dodge, Resilience.
Combat Skills: Unarmed Combat, Close Combat.
Knowledge Skills: Culture (own), Language (own).
Practical Skills: Influence, Perception, Riding, Trade. A minor holder needs a Wealth/Status of 86% or higher with lords of a Major Hold needing a score of 91% or higher.
Psychic Skills: ESP

Characters from a Crafthall

These are essentially people specializing in a profession involving one of the crafthalls. These halls include the Harpers, Healers, Smiths, Woodsmiths, Starsmiths, Beastcrafters, Seacrafters, Miners, Weavers, Vintners, and many others. Their job is to provide the main goods and services on Pern.

Farmers

This is a general term for people who work with animals or til the land. It includes people working in the Beast Hall (veterinary medicine), Farmer Hall (growing crops), Tailor Hall (making clothes and knowledge of fabrics), Tanner Hall (butchery and making leather),Vinyard Hall (growing grapes and making wine), and the Weaver Hall (raising sheep/goats/llamas and making yarn). Stable hands and holds that breed runnerbeasts will also have a large quantity of farmers in employ. Fermers in holds and Wyers tend to report to the Headwoman.

Resistances: Dodge, Resilience.
Combat Skills: Unarmed Combat, Close Combat.
Knowledge Skills: Culture (own), Language (own), Natural Lore, Lore (Crafthall specific).

Practical Skills: Craft, Driving, Engineering, Healing (Veterinary), Perception, Riding, and Trade.
Psychic Skills: ESP

Fishers

Members of the Fisher Craft not only do actual fishing, either from shore or from an ocean-going craft, but also bait preparation, crafting rod-and-reels, forming hooks from bone or metals, fish cleaning, filleting, and net weaving or mending. Fishers also hunting spiderclaws and other crustaceans, dig for clams and communicate with the dolphins of Pern. In addition the Fisher craft build boats from small rowboats to full sized three masted ships destined to sail the stormiest seas. Many Fishers supplement fishing with ferrying passengers across Pern.

Resistances: Resilience
Combat Skills: Close Combat, Ranged Combat (Spear), Unarmed Combat.
Knowledge Skills: Culture (own), Language (own), Natural Lore.
Practical Skills: Athletics, Craft, Engineering, Perception, Sailing, Streetwise, Trade.
Psychic Skills: ESP

Harpers

The Harpers of Pern are not just crafters of musical instruments or wandering minstrels, though some are employed in that facility. Most Harpers work as teachers, using music as a tool to improve memorizing lessons. Journeymen Harpers are sent to various holds to act as teachers and entertainers as well as to act as advisors and council. Others work on the drum heights, using signal drums to send Morse code from Hold to Hold.

Being spread throughout the various settlements, Harpers see and hear much, and report back to the Harper Hall, making them excellent spies.

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Resistances: Dodge, Persistance.
Combat Skills: Unarmed Combat.
Knowledge Skills: Culture (own), Culture (other), Language (own), Lore (music theory and history).
Practical Skills: Craft, Driving, Influence, Perception, Performance, Riding, Streetwise, and Trade.
Psychic Skills: ESP

Healer

Healers are a guild dating back dedicated to the medicine used for humans and dragons. While much of their knowledge and tools were lost over the ages the Healers still the foremost authority on medicine, surgery, inoculations, and midwifery. Using many native plants the Healers have a natural form of hypodermic needle, a pain and fever reducing liquid, and a natural anesthetic. During the 9th Pass the discovery of AIVAS allowed for the revival of many lost surgical techniques, the rediscoery of microscopes, and the production of new antibiotics.

Resistances: Persistance, Resilience
Combat Skills: Unarmed Combat.
Knowledge Skills: Culture (own), Culture (other), Language (own), Language (other), Lore (Medical), Natural Lore.
Practical Skills: Craft, Deception (hiding needles from scared kids), Healing, Influence, Mechanisms, Perception.

Psychic Skills: ESP

Smiths and Miners

The Miner, Smith, and Star-Smith Halls are a group of connected crafthalls that deal in the collection and manufacturing of stone and metal, including glass. Miners dig for ore which is then sent to the other two halls for refinement. The Smith Hall is the most well known of these halls to most people as they manufacture the metal tools used by most of the other crafts including such necessities as hammers, nails, horseshoes, and belt buckles.

Resistances: Resilience
Combat Skills: Close Combat, Unarmed Combat.
Knowledge Skills: Culture (own), Language (own), Natural Lore.
Practical Skills: Craft, Engineering, Mechanisms, Perception, Trade.
Psychic Skills: ESP

The Basic Skill Test

The basic skill test is the rules mechanic that does everything in *The Dragonriders of Pern RPG*. It is a percentile (d%) roll. Roll one d100 or select two ten sided dice of two different colors. If using ten sided dice declare one color to be the ones die and the other to be the tens, roll the two dice and read the result.

For example if the red dice is the ones and the blue the tens and you roll a 3 on the ones and an 8 on the tens die then you have rolled 38. Rolling a 0 and a 3 will result in a 3 and rolling two 0s is 100. Now compare the result against a skill and depending on the result, apply the effect of success or failure.

To make a skill test, the player first describes what their character is doing. Then they roll a d% and compare this to the relevant skill's score. If the dice roll is equal to or less than the skill's score, the attempt is successful. The player then describes the character's success. If the total is higher than the skill's score, then it has failed. The GM then describes the result of the character's failure.

Under normal conditions, a skill test is asked for when the character is placed on the spot and must make a successful action under pressure.

Unstressed Skill Tests

If the character has lots of time, has the tools of their trade and is in a sufficiently relaxed environment and state of mind, they complete the task to the best of their ability.

For example, an apprentice potter (Craft 20%) will, day in day out, produce a couple of pots of passable quality if working at their Master's workshop. Of course, work beyond the skill of the character is still out of their reach, unless the player decides to take the chance with the dice and ask for a skill test.
A local noble wants an artistic piece of pottery for a grand celebration later in the month. The noble's servant comes to the potter's workshop, looking for the Master, who is out. The apprentice, seeing a chance to gain a good reputation, takes the commission. Knowing that his regular work will not be up to scratch, the player decides to roll the dice in the chance that he can produce something of the standard the noble expects.

The Basic Skill Test Procedure

Overall, the procedure is as follows:

- The GM calls for a skill test and asks the player to roll against a specific skill to resolve the current situation.
- The player describes how their character is tackling the task at hand.
- If there are any hazards or penalties for failing the task, the GM should declare them, and the player should be allowed the option to plot an alternative route for their character, which may allow them to change the skill being used.
- If the character has any active magic from spells or items that gives them a bonus or penalty, apply this to the skill now.

- The GM decides if the situation modifies the difficulty of the skill roll. Whether there is a bonus or a penalty (but not both and not multiple modifiers) to be applied to the skill before the player rolls the dice. See Difficulty below.
- The player rolls d% and compares it against their skill, which may be modified.
- If the roll is lower or equal to the skill's value, they succeed. The player describes how the character succeeds.
- If it is higher, they fail. The GM describes how they fail.
- If they succeed and both dice are the same number, then the result is a critical success.
- If they fail and both dice are the same number, then the result is a fumble.

Success

If you roll equal to or lower than your modified skill total, you are successful. You can now describe what the character does as they succeed. The character gets an automatic success if the modified skill is over 100%, but you still roll to see if you get a critical success.

Critical Successes

If the dice roll on a skill test is successful and both dice are the same (i.e. '11', '22', '33', etc.), then a critical success is achieved. Critical success has an outcome that far exceeds the expectation of the player. It's the best possible result based upon what skill the character used to perform the test. The actual result of a critical success during a skill test is up to the player. It usually achieves one of the following results:

- Quicker.
- The result is to a higher standard.
- With more style, impressing any audience they may have.
- The character gains additional information or insight from the task thanks to their brilliance.
- If the character is causing damage as a result of the skill test, they cause maximum damage and ignore any armor or protection that their opponent may have.

The GM can moderate the critical result, vetoing or suggesting more reasonable outcomes if the player tries to narrate more success than is reasonable, but the player always suggests the effect.

Failure

If the dice roll on a skill test is higher than the modified skill, then a failure occurs. The GM narrates the failure and its effect.

Note: The GM should take care not to penalize the character with multiple effects for failing. The result of failing should be straightforward and as a direct result of the character's actions. If the GM has previously outlined the risks of failure, then they should implement that as a result. They should not suddenly change their mind.

Failing Forward

Failure of a basic skill test should never stop the character from progressing through the adventure. There should always be options and possibilities, even when the player fails a skill test. A process which is known as failing forward.
Here are some examples of fail forward situations:

- The characters fail to pick or force a locked door? Their efforts make enough noise to alert a patrol of passing guards, who now come crashing through the door ready for trouble. The characters must think fast, do they respond with violence or make up a convincing story and fast talk their way past the guards?
- The characters all failed their Perception skill tests to notice an iron key hidden in a rubbish pile while searching a room earlier, and now that they have found a locked chest. Will they break it open or get their lock picks out?
- The group's Harper failed their Language skill test to decipher an ancient text about an ancient alien menace they are about to face. The adventurers still face the horror, but they do not know its weaknesses or the weapon that the scroll outlined.

Failure should not be a barrier to resolving the adventure but instead should open interesting difficulties to resolve.

Fumbles

Whenever a skill test results in failure and both rolled dice are the same number, the character has 'fumbled' the test. A fumble is the worst possible outcome of the skill test based upon the player's original description of what their character was planning to do. The actual result of a fumble is primarily up to the GM to decide. It usually results in one of the following mishaps:

- Slower.
- The result is to a lower standard.
- With more style, impressing any audience they may have.
- The character makes a mistake that makes the task harder to complete.
- The character misses an attack on their target but breaks their weapon or possibly trips and falls.

A fumble need not lead to damage and the demise of the character, but should always cause the character to suffer a significant disadvantage.

Fumbling Forward?

Unlike a simple failure, fumbling should be a dead end to play, to emphasize how bad things are. All the character can do is dust themselves off and take another route to success.

Difficulty

If the conditions and situation are different from those usual, the GM may modify the skill to reflect the difference in difficulty. Modifiers are added or subtracted from the skill for the duration of the test. A penalty will make the test harder while a bonus makes it easier. Only one modifier is used during a test.

Difficulty	Skill Modifier	What the modifier means
Easy	+50%	The character should have an almost certain chance of success.
Simple	+20%	While success is still by no means certain, the character has a boost to their chance of achieving their goal.
Normal	+0%	The skill is unmodified since normal conditions apply.
Difficult	-20%	Significantly hindered in their chance of success.
Hard	-50%	Suffering a severe setback that may put success beyond their reach.

Impossible Success And Automatic Failure

Any skill modified to 0 or less will automatically fail when tested. Roll dice anyway since the character can still fumble. Any skill modified to 100% or higher will almost always automatically succeed when tested. Roll the dice anyway since the character can be still make a critical success or fumble if the player rolls a 00. This rule of 00 being an automatic fumble does not apply to a character who is a Master of the skill.

When the GM Should Apply Difficulty Modifiers

Modifiers should only be applied when they have a significant effect on the character's chance of success. They should not be doled out for every skill test since this cheapens their dramatic impact. Only apply a modifier when it is essential and brings something to the story. Resist the urge to hand out +10% here and take -5% there. These little modifiers do not add much to the player's chance of success and bring needless fiddly addition and subtraction into play.

There are three areas where the GM should modify the player's skill before a skill test. The GM should consider all three areas and decide which of them provides the deciding factor, and only apply the modifier based on that.
For example, if the player has roleplayed his character to the hilt while influencing a guardsman in the pouring rain, it is the roleplaying for which the GM awards a +50% bonus and not the rain, which would have dampened the enthusiasm of the guardsman to -20%. So, only +50% applies to the player's roll.
The three areas are:

- As a result of the task being inherently easy or difficult.
- As a result of planning.
- As a result of good roleplaying.

As a Result of the Task Being Inherently Easy or Difficult

Some things are just naturally easier or harder to do than others.
For example, climbing a cliff with natural handholds and with the proper equipment (e.g. ropes and iron spikes) is an unmodified task. Doing the same climb in the pouring rain makes it Difficult (-20% to the skill) and if the character has also forgotten his ropes and spikes, then this makes it Hard (-50% to the skill).
In comparison, climbing a cliff where there are numerous ledges, and where the character can rest and actually 'walk' up the cliff in places becomes an Easy (+50%) skill test.

As a Result of Planning

The players have outlined how their characters prepare to perform a task well in advance. If their plan is a sound and good one, you should make the skill test Easy. Conversely, if the players have given no thought as to how their characters approach a complex task which does require preparation and planning, then make the resulting skill test Hard.

As a Result of Good Role-playing

Usually, this happens with skills that involve some form of communication, like Influence. When the player describes the action of their character and role-plays the exchange between their character and the non-player character(s). If the player was entertaining, kept in character and added to the fun of the game, the GM may award them a +20% or +50% bonus. In exceptional circumstances, where the player reduced everyone to tears of laughter or was outstanding in their portrayal of their character, the GM may waive the necessity for the skill test entirely. Remember, good storytelling always comes before any dice rolling.

Modifiers for Psychic powers

Suppose the character is under the influence of a psychic power, that gives them a penalty or bonus to the skill they are using. In this case, the modifier for psychics is added or subtracted after the modifier for difficulty. Like modifiers for difficulty, apply one modifier in any given skill test. Pick the most powerful one, be it a bonus or a penalty.

Opposed Skill Tests

Opposed skill tests are made by both characters who are in direct competition with each other. Both characters make the skill tests, as usual, rolling 1D100 and attempting to roll equal to or under their skill.

One Character Succeeds

If one character succeeds their skill test and the other fails, then the successful character has won the opposed skill test.

Both Characters Succeed

If both characters succeed, then whoever rolled the highest in their skill test wins the opposed test. If one character rolls a critical, while the other rolls an ordinary success, then the character that rolled the critical, which is a higher level of success, wins.

Both Characters Fail

Whoever rolled the lowest in their skill test wins the opposed test.
In the case of ties for both the player wins.

Difficulty Modifiers in Opposed Skill Tests

Only one side of the opposed skill test is modified. Either whoever has the clear advantage or clear disadvantage. You do not modify both sides.

Psychics in an Opposed Skill Test

Both sides can use psychic powers in an opposed skill test, which generates skill modifiers. Like a normal skill test these modifiers are applied after the difficulty modifier.

Opposed Tests Results

Player / Opponent	Critical	Success	Failure	Fumble
Critical	Highest Roll Wins	Player Wins	Player Wins	Player Wins
Success	Opponent Wins	Highest Roll Wins	Player Wins	Player Wins
Failure	Opponent Wins	Opponent Wins	Lowest Roll wins	Player Wins
Fumble	Opponent Wins	Opponent Wins	Opponent Wins	Nobody Wins

Skills at 100%

Characters with skills at the limit of 100% are Masters of that skill and under normal circumstances do not fail and quite often can perform tasks that are deemed impossible by ordinary people.

Skill Tests and Masters

Characters who have 100% with a particular skill never roll to test their skill, and the outcome is an automatic critical. Because they do not need to test their skill, they never fail or fumble skill tests with that skill.

Opposed Tests vs Masters

In opposed skill tests characters with skills at 100% nearly always succeed. There are two cases that need consideration.
If the player character is a Master and their opponent is also a Master. In this case, the player rolls the dice as normal, and if they get a critical, they win the contest. Otherwise, they tie, and the contest is a standoff with neither side getting any advantage.
If the opponent is a Master and the character is not. The player rolls the test for their character's skill. The Master has already considered to have a critical by the fact that they are at 100%, so the GM needs not roll. If player rolls a critical, the player character wins by the barest and most amazing of margins. If the player succeeds, the Master wins in less style than they normally would, which might be impressive in its own right to any crowd watching. The player character rolls a fail or fumble, they fumble.

Characters Whose skill is Modified to 100%

Characters who during a basic skill test or opposed skill contest have their skill modified to 100%, are not treated as Masters. While a modified skill of 100% still guarantees them a success, unless they fumble a roll of 00, they still have to roll to see if they get a critical.

GROUP SKILL TESTS

Sometimes the GM will call for everyone around the table to make the same skill test. These tests are made as individuals. For example, a Perception Test to notice the bandits hidden in the bushes on either side of the path the characters are currently travelling along. Those characters who make their tests can act on the information that it provides. Those who don't can't. Characters can also critical or fumble as normal. Determining Surprise in the Combat chapter is another example of this.

ASSISTANCE

Characters will often help each other during skill tests. Often such assistance will break a deadlock where a character cannot successfully do a task on their own. Only one assistance may be taken at a time, but it may add to the modifier that the character making the skill test has already gained. Note: If the character is doing this in combat, they act on the turn of the character they are helping. They lose their own turn. Therefore, they cannot assist if they have already acted in that round. Assistance Procedure.

1. Choose an appropriate skill, which need not be the same as the skill which the character they are assisting is using. Make the skill roll and narrate how your character is helping.
2. The GM determines if the character is actually in a position to help.
3. If the GM approves, add +20% to the skill of the character you are helping.

Skill Descriptions

Here is the full list of skills in alphabetical order.

Athletics (DEX+STR)

This broad skill covers a range of athletic activities useful to adventuring characters, including acrobatics, climbing, jumping and swimming.

Acrobatics: This allows a character to perform a variety of gymnastics and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half their normal speed across an unstable surface without penalty. To move at a normal rate requires an Acrobatics test. A successful Acrobatics test will also halve the damage suffered from falling.

Brute Force: Brute force is an application of Athletics that relies purely on power, with no finesse involved. Brute force involves pushing, lifting or dragging.

Climbing: Given enough hand and footholds, a character can climb any surface, given enough time, without the need for a test. Under normal circumstances, a character can ascend or descend one-quarter of their Movement per Combat Round (see Chapter 5 Combat for details). A character can double the rate of their climb or descent by making a Hard Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice their height horizontally or up to half their height vertically, if they have at least five metres to run first. For standing jumps, half these distances. For humans, average height is roughly 1.8m which gives a jumping distance of 4m.

For greater distances, the GM can apply a -20% or even -50% penalty. If the distance involved is absurd, the GM should feel free to say the test is impossible

Swimming: Characters usually swim at half their usual movement. Athletics tests are only required when conditions are less than ideal - swimming while heavily encumbered or in strong currents, for example.

Close Combat (DEX+STR)

This skill deals with the art of hitting things and defending the character with melee weapons, such as swords, clubs, spears, polearms and shields.

Craft (INT+10)

This skill is a grouping of several disciplines, that measures the character's ability to make and repair items.
As a very rough guide, it takes one day per 50 SP to produce an item. The base cost of the article in materials needed is 50% of the listed finished value.

Culture (Own) (INT+10) /Culture (Other) (INT)

Each Culture skill provides information about the prevailing worldview of that group of people (or creatures), which includes history, politics, weather cycles, geography, superstitions, and popular mythology.
Culture (Own) is the worldview of the people by whom the character is raised. All other foreign or alien cultures are Culture (Other). Culture (Other) is a collection of skills, one for each culture. In Pern the only other culture known is that of the Ancient settlers.

Deception (DEX+INT)

Deception covers the arts of:

Disguise: Used to change a character's appearance and adopt a different outward persona.

Sleight of Hand: Used to hide or take objects, without drawing undue attention.

Stealth: Used whenever a character attempts to evade detection by another character personally. Usually, this happens when a character either tries to creep past an enemy, hide from one, or performs a combination of both.
When testing the skill, Deception is often opposed by the Perception skill and is modified according to the situation. Note that attempts at Fast Talk use the Influence skill rather than Deception.

Dodge (DEX+10)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The skill is usually used when a character attempts to dodge an incoming blow in combat or a physical hazard that can be avoided, such as falling masonry.

Driving (DEX+INT)

If a character is driving a wagon, chariot, or similar vehicle, at no more than walking pace across flat terrain, a Driving skill test will never be required. Skill tests are needed when a character wants to do something out of the ordinary with a vehicle - such as to travel across treacherous terrain, jump obstacles and so on.

Engineering (INT+10)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs, such as siege machines, city gates and drawbridges, mine-shafts, sailing ships and so forth.

Healing (INT+10)

Use of this skill will always require a healer's kit, which includes suitable medical equipment, such as bandages and salves, or an appropriate improvised alternative. Each use of the Healing skill generally takes a few minutes to perform. Both characters must remain stationary and may not use combat actions or reactions while this occurs or they will lose the benefits of the healing.
See the following table for the range of Healing actions available to the characters using this skill.
All healing actions are stressful, so they always require a skill test to perform successfully.

Healing Actions

Injury or Ailment	Treatment
Unconsciousness	A successful Healing test can revive a character from unconsciousness.
Minor Injury (any wound taken while total hit points over zero)	A successful Healing test on a Minor Injury will heal 1D6 Hit Points.
Stabilize Mortal Wound (character less than zero hit points)	A successful Healing test on a Mortal Wound (where hit points are less than zero) will not restore the lost Hit Points. This Healing merely stabilizes the patient enough so that they will not die of blood loss.
Curing Diseases	A successful Healing test allows a diseased patient to add a bonus to his next opposed test of Resilience versus disease Potency to resist the disease. The bonus is equal to the healer's Healing skill divided by 10.
Curing Poisons	A successful Healing test allows a poisoned patient to attempt a second opposed test of Resilience versus poison Potency. The patient gains a bonus to their Resilience skill equal to the healer's Healing skill divided by 10.
Surgery	Other than magical healing, successful Surgery is the only way that a character can recover from a Mortal Wound. Once a successful Healing test has been made to quench the bleeding of a Mortal Wound, a successful Healing test can attempt to set broken bones, stitch together rent flesh and restore the wound location so that it is on the road to recovery. If the Healing test is a success, the stricken character gains one hit point and will begin to heal as usual.

Influence (CHA+10)

This skill is the art of verbally persuading another character to do what you want.
Influence skill tests are usually opposed by either Persistence (as a measure of sheer bloody-minded will power) or Influence (where the character argues back). They are further modified by how much a character is trying to change an opponent's mind. Influence skill tests are often modified by how well the player roleplays the exchange (see "When the GM should apply difficulty modifiers" above).
Influence can be used in one of three ways.

- ***Fast Talk.*** The character tries to quickly confuse either an individual or small group with a clear leader, into doing what they want.

- ***Oratory.*** The character puts forward a series of arguments to sway a large crowd of people.

- ***Intimidation*.** The character tries to use the threat of violence against an opponent or group of opponent.

See the Social Combat section for more.

Language (Own) (Int+50)/Language (Other) (INT)

The Language skill is several separate skills grouped under a single heading. Language (Pernese), Language (Ancients) and Language (Musical Notation), for example, are all individual skills. All modern Pernese speak a single language, though sign language (for the deaf) and Musical Notation also exist.

Every character with a Language skill of 50% or more is fluent in that language, although they are likely to have an accent if it is not their native language. A score in a Language skill of 80% or more will mean the character can also read and write in that language.

Lore (Area of Knowledge) (INT)

The Lore skill is an umbrella term for several different skills, each of which must be improved separately.
Each Lore skill defines an area of knowledge for the character, and whenever a player wants to see if their character knows something about the subject at hand they use that specific Lore skill.
A player's imagination is the only limit to the range of possible Lores. Example Lores include: art, astronomy, chemistry, dragon lore, gambling, geography, heraldry, law, logistics, medicine, military tactics, philosophy, poisons.

Mechanisms (DEX+INT)

The Mechanisms skill is used for picking a lock or disassembling a trap. Usually, this takes at least one minute (12 combat rounds) to perform, whereas larger or particularly complex devices will take longer.

Usually, a character will merely make a Mechanisms test to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the GM. If a device has been designed to resist attempts at disassembly specifically, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

Natural Lore (INT+10)

Broadly speaking, this Lore deals with the character's knowledge of the natural world. It can be broken into five specialist areas.

Animal: This covers the ability to recognize an animal, know its feeding habits, breeding cycle, habitats and so on. A character with a skill of at least 50% may try to domesticate a wild animal, making a skill test after every full week of training. If the character also has a Riding skill of at least 50% and the animal is capable of being ridden, they may train the animal to be ridden during this period. The character may later train the animal not to panic in battle and to strike at his enemies, after a further period of training, with the character making a skill test at the end of each week to succeed.
Plant: A character can identify plants in the wild, discover the right places to grow crops, decide which plants are edible and what unusual properties they may possess.

Mineral: This skill allows the character to detect precious metals and stones, detect fault lines and other dangerous features in the rock, etc.

Survival: One Survival test will be required every day that a character lacks either food, water or a safe place to sleep. Success indicates the character manages to find whatever they lack - failure means they will go without, which over several days could result in severe consequences. Survival tests aren't called for when the character is in a city or town.

Tracking: With this skill, a character can locate the tracks of a specific creature and follow them while in the wilderness.

Weather: The character can predict changes in the climate.

Perception (INT+POW)

The Perception skill is used to represent the five senses of the character when detecting objects or other characters. For example, a typical use of the Perception skill is as a straight skill test to identify hidden objects in a room or as an opposed test to discover a hidden character.

Performance (CHA+10)

A successful test with this skill will result in the audience or partner being pleased by the character's performance. This skill covers acting, composing poetry, dancing, singing, readings and playing an instrument.

Persistence (POW+10)

Persistence represents a character's mental willpower. It is used to resist the effects of magic and to resist another character's attempt to use the Influence skill against them.

Ranged Combat (DEX+ INT)

This skill covers the use of missile weapons, such as bows, crossbows, thrown spears and thrown daggers. See the Combat chapter for more detail.

Resilience (CON+POW)

A measure of how physically tough a character is. The higher a character's Resilience, the more likely they are to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease.

Riding (DEX+POW)

If a character is riding a creature with the help of saddle and stirrups, at no more than a walking pace across flat terrain, then a Riding test will never be required. Tests are required when a character wants to do something out of the ordinary with a mount - such as travel across treacherous terrain, jump obstacles, ride bareback and so on.

Sailing (DEX+INT)

This skill covers small water-borne craft propelled manually by oars or paddles, commonly known as boats, and larger craft powered by sail or rows of oars. Travelling across calm water does not usually require a skill test, but adverse conditions such as currents and weather can bestow penalties.

Streetwise (CHA+POW)

Streetwise allows a character to find fences for stolen goods, black markets and uncover general information in an urban setting. Such uses of Streetwise usually require a minimum of 1D4 hours. Streetwise also covers following people down crowded city streets.

Trade (INT+10)

This skill is used when characters trade, barter or otherwise negotiate over the sale of goods. In such transactions, a successful opposed test using the Trade of the buyer versus the Trade of the seller is needed for the buyer to get the best deal. If the buyer wins, they receive a discount, -10% for success, -20% for a critical. If the seller wins, the price that they can sell the item for increases by +10% for success and +20% for a critical. If the opponent fumbles their roll, double the increase or decrease.
The Trade skill also enables the character to determine the value placed on something by others; by estimating its market value. Everyday or obscure objects might give a bonus or penalty to the skill test. Success will allow a character to guess the average monetary value of the object, usually guessing accurately to within 10% of its actual value.

Unarmed Combat (DEX+STR)

This skill covers the use of natural attacks. For humans, this is punching, kicking, and grappling. Non-human characters may also have bite, horn, claw and tail attacks.

Weapon	Damage Dice
Unarmed	1D4
Natural weaponry	As noted, typically 1D4 to 1D12 depending on the creature (see Creature Chapters)

Wealth (Status) (INT+CHA)

This skill shows the resources and physical possessions a character has. For a beginning character, it is based upon what they have earned using their wits and charm alone. The basic skill is (INT + CHA), and this can be increased by spending skill points at character generation. If you are determining starting wealth by social class, set the minimum in the skill according to social rank (i.e. the base score as shown in the table below). For example, a Minor Noble would have a Wealth of 86%.

Wealth can be used as an abstract measure of material resources in the game. A character who has the equivalent Wealth level to a piece of equipment's purchase cost can automatically buy it. If the piece of equipment's cost is one level above the character's wealth, then the character will need to make a wealth test.

If they succeed, the item is theirs. The next wealth test is at -20%. This modifier lasts for a month.
If they fail, they do not have enough spare cash at the time that they try to buy the item and must free up some of their savings or wait until they are paid again at the end of their current job.

If they fumble, they will find that they have a cash flow problem and cannot make any Wealth tests for at least a month, and they must spend time and effort sorting out their financial difficulties.
If they roll a critical, they find they have more than enough disposable income and can make their next Wealth test without a penalty.

What Wealth Means

Wealth %	Description	Social Class	Financial Situation.	Equipment	Housing
0 and lower	Destitute	Holdless, Drudges, Students, Candidates.	Unable to support yourself or are a child dependent on an adult.	Rags, discarded tools, subsistence food- usually scraps. As poor for children.	Streets or in a slum. As poor for children.
1-34%	Poor	Hold Staff, Merchants, Wyerlings	Has genuine financial difficulties, money comes and goes at an alarming rate.	Basic clothes, knives, clubs, gruel, occasional poor cut of meat. Rents tools of the trade.	In crowded shared accommodation. If in the hold, it's owned by someone else.
35-65%	Average	Head Cook, Assistant Headwoman, Steward, Combat Riders	What is considered the average for the Culture. Able to live within their means, but still vulnerable to cash flow problems.	Swords spear, shield, bow, crossbow, leather armor, good meat once a week. The character owns the tools of their trade.	A reasonable dwelling for self and immediate family, owned by them.
66-85%	Well off	Headwoman, Head Steward, Wingseconds	They have a comfortable lifestyle with savings if the character is prudent. Unlikely to have any cash problems.	Wherhide armor, longbow and sword, good meat 2-3 times a week. They own an excellent set of trade tools. May have 1-2 servants.	Owns a private residence for their own family with room to spare.
86-90%	Wealthy	Minor Holder, Master Craftsmen, Queenriders, Wingleaders	Extravagant lifestyle paid for by investments in ventures in which others do the actual work.	Wherhide armor, and master quality weapons. They have a choice of the best food. They have a staff of 2-12 servants.	They live in a resedence with multiple spacious rooms for extended family and servants.
100%	Rich	Lord and Lady Holders, Craft Masters, Wyerleader, Wyerwoman	As above but more so. Supports a large entourage as well as extended family, who all depend upon ruler for their extravagant lifestyle.	Wherhide armor and custom made weapons. Regularly holds feasts for the entire court. They have an entourage of 3-18 hangers-on, a bodyguard of 2-12 warriors, 50+ servants.	In charge of an entire major hold, crafthall, or wyer with space for multiple families, hangers-on and staff.

Psionic Skills & Powers

Thanks to the use of the Mentasyth process on many of Pern's original colonists the people of Pern are psychic. Most of the time these abilities are unconscious, someone just has "a way with animals" instead of "he just used Animal Whisperer" or "I can just tell what he is thinking" instead of consciously using ESP. The few exceptions is "Impressing" a dragon, wher, or fire lizard as everyone knows you can bond with one of these creatures and speak with it's mind.

To use a psionic ability a character uses one of two skills depending on the type of ability used. ESP powers are the easiest and a character uses the ESP skill of POW×3. The Telekinetic disciplines, in contrast, use POW+STR and are usually possessed only by dragons and their kin. For ease of use these skills are collectively referred to as a user's Personal Psychic Skills.

The Personal Psychic Skills determines the success for activating all psionic powers. All player characters select an amount of magnitude of powers equal to their POW characteristic during character creation. A character's POW score acts as a maximum limit to the number of Psi points a character can store at any one time. A psionic whose Psi points fall to zero falls unconscious until they have regained one Psi point.

Regaining Psi Points

Using Psionic powers is a draining and exhausting activity that requires a significant effort from which the body needs to recover. Psi points regenerate once the character entirely rests, either by sitting down and taking it extremely easy or by having a good night's sleep.

For every two hours that a character rests, they regain psi points equal to a quarter of their total POW. If the character has a comfortable uninterrupted sleep of eight hours, they will regain their full Psi points. Characters may never exceed their original psi point total by resting.

Learning New Psionic Powers

While it is rare a character can learn new psionic abilities during play. First the character must find someone who possesses the power the character wishes to learn. If the power has a variable magnitude, the teacher must know it at the magnitude that the character wants to learn it or higher. It costs one growth point per magnitude point to learn a new ESP Psionic power and three growth points for a new Telekinetic power. If a character has the same power at a lower magnitude, they have to pay twice the difference in growth points to gain the power at a higher magnitude.

Maximum Number of Psionic Powers Possessed

A character has a limit of their POW in magnitude in Psionic Powers. So, for example, a character with a POW of 10 could learn Babel (which has a fixed magnitude of 2), Coordination 3 Disruption 3 and Heal 2, which is a total of ten points of magnitude. Dragons have double this limit, i.e. POW x 2, due to their natural affinity with this type of energy.

Using Psionic Powers

A character must be able to see their target (or, in the case of teleportation, clearly visualize it) to use a psionic power. When the character is using the power is under duress, such as during combat, they must pass a Personal Psychic Skill test to use the power successfully. In this regard, Psionics is like any other skill. If the character is relaxed and has all the time in the world, then no skill test is needed, the power is automatically used.

If the test succeeds, the psionic spends psi points equal to the magnitude of the power. The power then takes effect. If the test fails, the power does not take effect, and the character loses one psi point.

Critical Success

A critical success on a Personal Psychic Skill test means that the psionic has been able to control his power particularly effectively. The character loses only one psi point instead no mater the normal cost of the power.

Fumbles

A fumble on a Personal Psychic Skill test means that the psionic has been unable to control his power. Rather than losing a single psi point for failing to use the power, the psionic loses the full cost of the power, as if they had cast it successfully.

Activating Psionic Powers

Using a power is an action that requires full concentration, though the character may slowly walk up to half their movement while using a power. Dragons, Fire lizards, and whers are an exception to this rule and can fly their full speed while using their powers.

All powers take one combat round to activate. Activation begins at the start of the combat round, and a power's effect takes place instantly. Distractions, or attacks on the psychic when they are using a power, will automatically ruin the power, unless the psychic successfully passes a Persistence test, thereby maintaining concentration. Examples of distraction include blinding, disarming, or wounding the psychic.

Dismissing Powers

In a single combat round, a psionic can dismiss any powers they are using, as a free action. Ceasing to use a power being concentrated on is immediate and not an action.

Power Traits

Unless otherwise stated, all psionic powers have the following traits…

- Some powers have a variable magnitude, which means that the magnitude of the power starts from the stated magnitude and then can be used at a higher magnitude, if the psychic knows it, giving an increase in the effect of the power. Others are Non-Variable and have only the stated magnitude.
- The range is equal to the psychic's POWx3 in meters unless the range is given as Touch. In the case of Touch based abilities these powers require the character to touch their target for the power to take effect, using an Unarmed skill test to make contact. The psychic must remain in physical contact with the target for the entire use of the power.
- All powers, unless noted, have a maximum duration of ten minutes.
- The power's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a power is functionally identical to activating the power, requiring the psionic to continue to concentrate and ignore distractions.
- The power's effects take place instantly.
- Resist (Dodge/Persistence/Resilience): The power's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the power) to avoid the effect of the power entirely.

Note that Resist (Dodge) powers require the target to be able to use the Dodge reaction and are subject to the usual cumulative -20% modifier for taking previous reactions already in that combat round. In the case of powers with an area effect, the Resist (Dodge) trait needs the target to dive to avoid the power's effect.

Power Descriptions

Below is an alphabetical description of psionic powers that can be found on Pern. In a few cases a power may only be found in dragons or their kin (firelizards, watchwhers, and possibly others according to the GM) and cannot be performed by human characters. Each power has the following format: Name then in parenthesis Type of skill (ESP or telekinesis), Magnitude, if it is variable, any resistance roles, and any restrictions).

Animal Whisperer

(ESP, Magnitude 2, Non-Variable, Resistance: Persistence, Touch)

The psychic telepathically whispers into the mind of a distressed animal, calming it. If the distressed animal is under the influence of a power such as Scare (see below), then it gets another Persistence test to shake off the effect of the power.

Back Eyes

(ESP, Magnitude 2, Non-Variable)

This power grants the recipient awareness all around their body as if they had eyes in the back of their head for the duration of the power, which allows them to make Perception rolls and be aware of others behind them or tot heir sides.

Beast Call

(ESP, Magnitude 2, Non-Variable, Resist: Resilience)

The psychic sends out a call to any animal within range. The power affects a targeted creature with a fixed INT of 7 or less. If it fails to resist, the creature will go to the place where the psionic stands, and the power's effect terminates. Any barrier, immediate threat, or counter control, also end the effects of the power, leaving the creature to react naturally.

For example, the Beast Call spell might cause a runnerbeast to turn and walk towards the psionic, but a single yank of its reins by the rider would end the power's effect.

This power is a potent aid to hunters and herders.

Befuddle

(ESP, Magnitude 2, Non-Variable, Resist: Persistence)

This power confuses and clouds the mind of its target if they fail a Persistence roll. The affected target may not use any psychic powers and may only take non-offensive actions. The target may run if it so chooses and may dodge and normally parry in combat. Any skills that have INT as a base are at -20% when tested while the target is under the effects of this power.

This power is effective against humanoids and animals. Intelligent nonhuman creatures (such as dragons) are not affected by this power.

Block Sense (Sense)

(ESP, Magnitude 3, Non-Variable, Resist: Persistence)

Depending on the version of this power it will Blind/Deafen/Desensitize taste or smell/Numb touch on a failed resistance roll for the duration of the spell.

Clear Path

(Telekinetic, Magnitude: 1+, Variable, Touch)

This power allows the psychic to move through even the most tangled, thorny brush as if they were on an open road. For each additional point of magnitude, an additional person can accompany them.

Cushion Fall

(Telekinetic, Magnitude 2, Non-Variable)

The user creates a telekinetic link with the ground and uses it to slow a fall. A successful use of this power eliminates all falling damage for the recipient for one event.

Detect (Type)

(ESP, Magnitude 1, Non-Variable)

This description covers all types of powers that all operate similarly, allowing the user to locate the closest target of the power within a range. Any Detect power is stopped by a thick substance, such as metal, earth or stone, at least one meter thick. It is also blocked by Mind Shield, though the psychic will know the target is somewhere within range (though not its precise location) and that Mind Shield is protecting it. The separate Detect abilities are listed below, and each must be learned separately.

Detect Enemy: Gives the location of the nearest creatures that intend to harm the user.

Detect Psionic: Gives the location of the nearest psychic, psionic using creature or active power.

Detect Species: Each Detect Species power will give the location of the nearest creature of the specified species. Examples of this power include Detect Dragon, Detect Runnerbeast, and Detect Human.

Detect Substance: Each Detect Substance ability (traditionally called dowsing) will give the location of the nearest substance of the specified type. Examples of this power include Detect Firestone, Detect Water, and Detect Wood.

Dispel

(ESP, Magnitude 1+, Variable)

This power will attack and eliminate other psionic powers. Dispel will eliminate a combined magnitude of powers equal to its magnitude, starting with the most powerful affecting the target. If it fails to eliminate any power (either because the power’s magnitude is too high or no power is affecting the target), then its effects immediately end. Dispel cannot partially dispel a power, so a target under the effects of a power whose magnitude is higher than that of Dispel will not have any powers currently affecting it eliminated.

Disruption

(Telekinesis, Magnitude 1+, Variable, Resist: Resilience)

Disruption pulls a target's body apart. On a failed Resilience skill test, the target will suffer 1D4 points of damage per point of magnitude, ignoring any armor points.

Dominate (Species)

(ESP, Magnitude 1, Non-Variable, Resist: Persistence)

This power allows the psychic to gain control over a creature belonging to a specific species, including their own. If the target fails to resist the ability, it must obey the commands of the psychic for the next five minutes.

The controlled creature shares a telepathic link with the psychic by which it can receive its orders. If the psychic and the creature dominated do not share a common language, the psychic can order it about, by forming a mental image of the actions they wish the dominated creature to perform. On Pern this is an ability found most often in senior Queen dragons.

Extinguish

(Telekinesis, Magnitude 1-4, Variable)

This is a form of pyrokinesis that instantly puts out fires. At magnitude 1 it can extinguish a candle flame, magnitude 2 a small camp fire, magnitude 3 a large fire and magnitude 4 will put out an inferno.

Frostbite (Cryokinesis)

(Telekinesis, Magnitude 2, Non-Variable, Resist: Resilience)

Also known as cryokinesis, this ability allows the psychic to freeze their opponent, dealing 1D8 points of damage, ignoring any armor points. Psionic protection that protects against cold damage can block this effect, but mundane items (such as severe weather gear) are ineffective.

Heal

(Telekinesis, Magnitude: 1-6, Variable, Touch)

For every point of the magnitude of this power, the user can repair one hit point to damage to either themselves or another target.

Curing Disease or Poison. At magnitude 5 or higher, Heal will also cure any single poison or disease affecting the target. Lost hit points are restored normally, but any other damage caused by the poison or disease, such as characteristic loss, will not be restored.

***Mortal Wounds*.** A magnitude 6 or higher Heal will heal a mortal wound (any damage that takes the character to zero hit point or less) instantly, restoring them to one hit point. This power can not be used to bring characters who are dead back to life.

Ignite

(Telekinesis, Magnitude 1, Non-Variable, Resist: Resilience)

Ignite is a form of pyrokinesis that will set fire to anything flammable within range, creating a flame. If the target is attached to a living being (such as hair, fur or clothes), then the power gains the Resist (Resilience) trait. Damage is 1D6 per round.

Impression

(ESP, Magnitude 1+, Variable, Resist: Persistence)

With this ability one can link their mind with a native Pernese life form that is also psychic creating a life long bond that links the two creature's minds and souls into one. Magnitude 1 will link one's mind to a semi-sentient being such as a firelizard. Magnitude 2 will link one to a sentient but larger beast such as a watchwher. Magnitude 3 will link one to a green or blue dragon, Magnitude 4 to a brown, and Magnitude 5 to a bronze or gold. Higher Magnitudes will allow linking to more than one creature but a person can bond with only a single dragon.

For example, a person with Impression at Magnitude 8 can impress a bronze dragon (+5) and three fire lizards (+3.)

An impressed creature and it's bond-mate can communicate with one another telepathically as if using Mindspeech without spending a POW point. Firelizards can only send emotions and images, watchwhers communicate in simple sentences, while dragons have a mental speech on the same level as humanity.

Ironmind

(ESP, Magnitude 3, Non-variable)

This ability hardens the resolve of the recipient. The power adds 20 % to all Persistence tests against psionic attacks to the mind (e.g. Befuddle, Dominate, etc.) or opposed tests vs. Influence for one turn.

Leap

(Telekinesis, Magnitude 1+, Touch, Resist: Dodge)

A minor variant of levitation, this power causes the target to leap 2m up in the air for each point of magnitude. If cast upon an unwilling target, make a resistance roll and roll for falling damage on failure.

Levitation

(Telekinesis, Magnitude 1+, Variable, Resist: Persistence, Dragon Only)

Using this power allows the psychic (or whomever or whatever they target with the spell) to fly. The user may levitate objects or characters (the user counting as one of these characters if they so wish).
A levitated character may not be overloaded and must have a SIZ characteristic which is lower than the user's POW characteristic. Objects must have an ENC lower than the sorcerer's POW characteristic.

Character or objects moved by this power have a base Movement Rate of 6 meters. All objects and characters moved by this power move at the psychic's behest, not their own.

Each point of the power's magnitude may either be used to increase the target's Movement by +2 meters or to target an additional object or character - but not both. A psychic using this power at magnitude 4 may fly themselves with a Movement of 14m, fly themselves and a friend with a Movement of 10m each, or fly themselves and three friends with a Movement of 6m each.

On Pern the only creatures with this power are dragons. Even most dragons only use it instinctively to help support their great weight in flight. When used in this way dragons do not spend POW points to use levitation. By the late 9th Pass a few dragons had learned how to harness this latent ability to actually use true telekinetic levitation on themselves and others.

Mind Blast

(ESP, Magnitude 2, Non-Variable, Resist: Persistence)

With this power a psychic can attack another's mind, overwhelming it with nightmarish imagery pulled from the victim's own memory. The result not only stuns the victim but gives them a horrific headache that may manifest as nosebleeds or worse. A victim must be within range. If the victim fails their Persistence roll then the victim takes 1d4 points of damage and is stunned for a number of rounds equal to the amount of damage taken. Stunned creatures cannot attack or use psionics (but can dodge), and all attacks against the stunned creature is considered an Easy action no mater the victim's Armor.

Mind Shield

(ESP, Magnitude 1+, Variable)

This power is used in advance and sits dormant until a hostile psionic power attacks the recipient. At this point, the Mind Shield activates. As long as the mind Shield's magnitude equals or exceeds the target power's magnitude, the target power does not take effect. After the Mind Shield tries to block a power, successfully or not, it ends.

Mindspeech

(ESP, Magnitude 1+, Variable)

This power can affect one target for every point of magnitude. It allows telepathy between the user and any target, though targets will not have telepathy with one another. The words transmitted by telepathy will be heard directly in the head of the recipient no matter the language of the user. Those who have the power of Impression get the Mindspeech ability automatically but only with their chosen bond creature.

Personal Insight

(ESP, Magnitude 2, Non-Variable)

This power gives the user or recipient a straightforward insight into a small question directly relevant to them, in the form of an internal intuition.

For example the question "Why can I not harm the creature?" would get the answer "Because your sword is not sharp enough to pierce it's scales", while "Why can we not harm the creature?" would not get an answer.

Push/Pull

(Telekinesis, Magnitude 1-3, Variable, Resist: Resilience)

This power allows the user to move an item of up to 3 SIZ or ENC per point of magnitude either towards or away from them in a straight line as if pushed suddenly from one direction or the other. The item does not move with significant enough force to inflict damage unless it is naturally damaging (a bottle of acid, for instance). The user has no control over the distance pushed or pulled, as this depends on the location of the item and/or the surface on which it rests. Living creatures targeted by this spell are allowed a Resilience roll to resist.

Read Emotion

(ESP, Magnitude 1, Non-Variable, Resist: Persistence)

This power tells you what the true emotional state of the target is if they fail a Persistence roll.

Scare

(ESP, Magnitude 2, Non-Variable, Resist: Persistence)

On a failed resistance roll, the target is scared for 1D6 rounds. Scared targets must withdraw from combat with the user for the duration of the power, and move as quickly as they are able, directly away from the user.

Second Sight

(ESP, Magnitude 3, Non-Variable)

Second Sight allows the user to gauge the POW of every creature within the range. Anything that prevents normal vision stops the power. The user will know if each aura created by the illuminated POW is less than their POW, within three points of their POW, or greater than their POW. Additionally, Second Sight provides a +20% bonus on Perception tests to notice hidden people or creatures. Second Sight will also reveal invisible entities, though only a hazy image will show (treat such targets as partially obscured).

Slip

(Telekinesis, Magnitude 1, Non-Variable, Resist: Dodge)

A form of cryokinesis where the user makes the ground under the target's feet a slippery sheet of ice. The target must make a Dodge roll or fall over prone.

Slow

(Telekinesis, Magnitude: 1+, Variable, Resist: Resilience)

For every point of the magnitude of this power, decrease target's movement rate by 2m. A target's movement may not go below one meter through use of this power.

Teleport

(Telekinesis; Magnitude 1+;Variable; Touch, Resist: Dodge; Dragon, Firelizard, or Watchwher Only)

Teleport allows a dragon, firelizard, or watchwher to "go *between*." A teleporting dragon transfers itself into another dimension and comes out anywhere within Pern's solar system, as long as the destination can be directly observed. Telescopes allow the ability to see locations beyond the physical line of sight and a dragon's rider can memorize a destination with a successful Perception roll. On a failure the dragonkin arrives in the wrong location, on a Fumble the dragonkin arrives in such a way that it collides with another object, taking an amount of damage equal to the SIZ of the object in question. Dragons have been known to die in fumbled attempts to "go between" with at least one dragon being made an instant fossil by teleporting into a mountain.

The dragonkin is able to teleport itself and can carry any objects touching it for an additional 3 points of SIZ per point of magnitude (4 points to carry an average man). Teleportation takes approximately 3 seconds and is accompanied by a pop (for firelizards) or a loud bang (for dragons) accompanied by a rush of freezing cold air when emerging into the physical world.

Time Travel (Time Period)

(Telekinesis, Magnitude: Variable, Touch, Dragon Only)

This power is a variant of going *between* usable only by dragons. It transports the dragon and creatures touching it (see Teleport, above) to a named time era via. The dragon must have a clear image of the time period it is traveling to and use an Anchor (such as a landmark) that exists in both the original and destination time period.

The amount of time traveled in one jump without harm to the rider equals the range (POW x3) in years. Arriving in the same time one already exists is disorienting and to humans causing an increase in difficulty by one step. Traveling farther than one's natural range can also cause harm and the difficulty and cost should be increased by one for each time the normal range is exceeded.

If the spell skill is failed, the dragon and rider still travel, but they end up in the wrong location (1d10 Kilometers away from the anchor point) or time (1d10 time units away, the length of the time unit depends on duration, e.g. if traveling backwards in days, the time unit is days).

If the skill is fumbled, the dragon does not travel through time but remains where it is. If the dragon is traveling blind without such an Anchor, the skill roll is at -25%, and the effects of a fumbled roll can be catastrophic with the dragon being lost *between* forever.

This selection of rules deals with additional rules needed by the game master in order to deal with individual situations that may crop up throughout the game. It includes rules for social interactions, combat, SIZ, character advancement, falling, drowning, sailing, and many more.

Social Combat

For social combat to occur, two things have to happen first.

- *The combatants must be in range.* Social combat can't happen if the characters involved can't hear each other. See Guidelines on the Range of Social Combat below.
- *They must understand each other.* Social combat works best if the combatants involved are speaking the same language. It can occur if they have a basic level of understanding, through gestures or being able to understand some key phrases due to the languages being in the same language family. See Limits of Understanding below.

Range of Social Combat

This type of combat can only occur if combatants are in speaking distance. Usually, this is within close range (up to two meters or 6 feet) but can also happen at a ranged distance with opponents being up to 50 meters (165 feet) away.

At close range, the character can speak without penalty. Beyond that, apply a -20% penalty to the speaker's Influence skill. A Master of the Influence skill has learnt to project their voice and does not suffer that penalty. Beyond fifty meters (165 feet), the character cannot use Influence to attack targets using social combat techniques.

Limits of Understanding

Social combat can only occur if the combatants can understand each other. If the player can convincingly explain how they can communicate their argument using sign language and gestures, they can take -20% to their Influence in Intimidation conflicts. They cannot attempt Fast Talk or Oratory, which requires more elaborate conversational language.

Fast Talk

This method of Social Combat is where a character tries to quickly convince another that their point of view is valid or confuse them into accepting something that isn't true. It's a quick conversation that lasts a couple of minutes. Roll 1d6 to determine the exact length in minutes if the timing is important. It is also one character against another. Fast Talk also works against small groups of up to ten individuals, where the group has an established leader that the character can aim their attack at, and their subordinates will follow their lead. Fast Talk only works in situations where the target is within clear speaking distance.

The procedure for making a Fast Talk is as follows:

- The player whose character is doing the Fast Talk role-plays or describes what their character is saying and announces what they want the successful outcome to be.

- The character doing Fast Talk makes an opposed skill test using Influence. The target may defend with one of three skills. Their Influence, if they are actively arguing back; their Persistence skill, if they are relying on sheer will power to resist the other character's persuasion; or a Lore Skill if the character is trying to trick them in an area where they are knowledgeable.

If the Fast Talker succeeds, they convince the target. The target remains convinced for 1d20 minutes before they realize they've been bamboozled.

If the Fast Talker rolls a critical result the target never realizes they've been conned and accepts what the character says as the truth.

If the Fast Talker making the fast talk fails the roll, the target does not fall for their deception. They may try again, using a different argument, and they suffer a cumulative -20% modifier to their Influence each time they try. Until the character's modified Influence is 0 or below, they can keep on trying. At this point, the Fast Talker has lost all credibility with the target, who can simply ignore them and walk away.

If the Fast Talker fumbles their roll, the target immediately realizes that they are the target of deception. Depending on the temperament of the target this may lead to them launching an attack (see moving to physical combat below), a loud denouncement of the Fast Talker or, at the very best, a loss of credibility (-20% with the Target on all Influence rolls until they succeed against them).

If timing is important, the whole exchange takes 1d6 minutes.

Note, the Fast Talker is usually the player character who is trying to convince a non-player character. There may be rare cases where the Fast Talker is a non-player character, run by the GM, and the target is a character controlled by the player. Normally, this is someone who socially outranks the character in an organization that they belong to and expects to be obeyed, such as Wyerleader, Guild Master, or Lord Holder. The Referee should be careful when applying the outcome and should not corner the player character into a situation which the player is unhappy with. Even if the Fast Talker rolled a critical, the player character should be allowed to fail forward if they want to.

ORATORY

This is a type of public speaking, where a skilled speaker tries to convince an audience of their argument. Unlike Fast Talk, this is the art of influencing large crowds. This procedure applies to both formal public speaking, such as political debates or trials, or informal public speaking such as an argument between the players' adventuring group and a group of bandits.

The Orator puts forward their argument over a series of exchanges, which last ten minutes or more, to win over the audience. The Orator wins when all the audience comes over to their side or, if the combat has a time limit, if they have more members of the audience on their side.

Setup

Make a note of the size of the audience. As the Orator wins over the audience, members will come over to their side. Conversely, if there is a Defense Orator, they can win back the audience that the Orator is attempting to win over.

- Determine how long the oratory will last. Public affairs either have a set time limit, based upon legal tradition, or can be big debates that last as long as it needs for one side to win.

- The Referee determines if the audience has a Defending Orator. Normally, this is a non-player character. If you need to make up their stats on the spot, normally they will be a veteran in the Influence Skill (75%) and have a Persistence of about 50%.

Procedure

The Orator puts forward their argument, which the player controlling the Orator role-plays out.

- They roll against their Influence, modified by the Referee (see Modifiers for Oratory below).
- If the Orator succeeds, 1D10 members of the audience move over to their side of the argument.
- If the Orator fails, the audience remains unconvinced, and the Orator is at -20% for their next attempt to sway the audience.
- At this point, if there is a defending Orator (see ‘Who the Orator?’ below) in the audience, they get to respond. Repeat steps 3-5 for the defense.
- Look at the state of the audience after the defense has spoken.
- If all the audience is on the Orator’s side, then they accept the Orator’s argument and the Orator wins the combat.
- If the combat is time-limited and the time limit is up, look at the numbers of the audience that have moved over to the Orator, and the number who remain unconvinced. If that number is in favor of the Orator, they win.
- If at any point the Orator or the defense fumble their roll, they automatically lose ten audience members. If they have no audience members on their side, they lose the combat.
- If at any point the Orator or the defense critical their roll, they automatically gain ten of the audience.

- If neither side of the argument has won outright, and there is still time, the combat continues. Repeat the procedure.

Who is the Orator?

Normally the Orator will be the attacking player character, and the defense will be a named non-player character who acts as the leader for the audience.

Occasionally the Orator will be a non-player character. Still, it can be the other way round with the Orator being an NPC who outranks the character in much the same conditions as Fast Talk.

Modifiers for Oratory

The following conditions give a +20% bonus to the Orator's Influence. Pick one modifier to apply, no stacking.

- If the player gives a resoundingly good role-playing performance when presenting the Orator's argument.
- If the Orator has another skill which will back up the argument they are putting forward.
- If the Orator has a motive that reinforces the argument they are making.
- If the audience the Orator is facing is sympathetic to the Orator's argument.

The following conditions give a -20% bonus to the Orator's Influence. Pick one modifier to apply, no stacking.

- The audience is actively hostile to the Orator's argument.
- The physical conditions are adverse, for example its raining heavily.

Intimidation

Intimidation is when a character tries to persuade another non-player character, or group of characters, using the threat of physical force. This often happens as an action during physical combat, where the character tries to get the other side to surrender or flee. Intimidation may be directed at a single enemy or a group of enemies. It also can occur at the beginning of combat, where the Intimidating chracter challenges their opponents to either surrender immediately or leave the field peacefully.

Procedure:

- The Intimidator's player role-plays out the what the Intimidator is saying and announces what they want the successful outcome to be.
- They make a skill test using Influence.
- If the Intimidator succeeds, they convince the target(s).
- If the Intimidator rolls a critical result, the target caves immediately, surrendering or fleeing (player's choice).
- If the Intimidator making the Intimidation fails the roll, the target is not intimidated.
- If the Intimidator fumbles their roll, the target immediately digs in and cannot be intimidated by the character for the rest of the Quest.

Modifiers for Intimidation; choose one modifier to apply, no stacking.

- If the character's motive has a bearing on the Intimidation attempt, give the character a +20% bonus to their Intimidation attempt.
- If the target(s) have a higher Influence or Persistence than the Intimidator's Influence, apply a -20% penalty to the Intimidator's Influence.
- If the target(s) is more powerful than the Intimidator or is at full strength if the target is a group, then apply a -50% penalty.

As in a Fast Talk contest, the Intimidator is usually a player character. Occasionally the Intimidator will be a non-player character, under much the same conditions as in a Fast Talk contest
Intimidation uses the Basic Skill Test rather than Opposed Skill Test for speed, because it is often used as part of physical combat, which is already heavy with dice rolls.

Prolonged Social Combat

The above procedures, as written, assume that you are resolving small scale conflicts that are of the moment between two combatants put on the spot.

Longer involved social combats, such as political campaign or even the courtship phase of a romance, can be run using one of two methods, that is decided by the Referee after discussion with the players involved, depending on whether the situation is stressed or unstressed.
If the combat is a leisurely unstressed affair, where the opposition isn't putting up an active resistance, simply use the skill level of the 'attacker' to determine the level of a win after a duration determined, using common sense, by both the player and the Referee.

Procedure:

- Between them, the GM and the player(s) involved agree on a timescale for the combat; the length of time that it will take place over and the number of exchanges that occur.
- Within the combat, each exchange is a sub-combat, which could be any one of the social combat types. Resolve using the rules given above.
- Some exchanges can be magical attacks or physical combats, or even mini-Quests, made up of magical, physical and social exchanges that occur as full adventures. But the number of these must not exceed half of the total of exchanges.
- Critical successes score two points for the character, while fumbles take two points off the character's score.

At the end of the series of exchanges, the winner is the side who has won the most skill tests.

Moving onto Physical Combat if Things go Wrong

Targets who win the social combat against the player character may, if the Referee decides it makes sense given the situation and the personality of the target, explode into violence. Failed Intimidation attempts are more likely to result in violence than Fast Talk or Oratory. If they do, the incensed target has a +20% bonus to their first action, which is usually a Close Combat or Unarmed attack.

Physical Combat

This section gives an overview of how combat works overall. The next section The Combat Round gives a detailed explanation of specific combat actions and how combat works as an exchange of attacks.

Combat procedure:

- Work out who is involved in the combat. The GM works out who is on the player characters' side and who is involved in the hostile group attacking them.
- Work out encounter distance. The GM chooses how far away the hostile group is to the player characters, either at range or close.
- Surprise attacks. Surprise may be a factor in the combat. Either the characters or the hostiles may ambush the other side, one side may sneak up on the other, or the characters may simply come upon their opponents suddenly.
- Can combat be avoided? Can the characters run away, intimidate their opponents into giving up, or fast-talk their way out of fighting?
- FIGHT! Drop into combat rounds. A single round has a duration of five seconds, giving 12 rounds in every minute. During a round, every character can perform one action. Combat rounds cycle through a set of steps outlined below.
- Take damage. As a result of combat the character may take damage in the form of hit point loss.
- End the combat. If the characters or their opponents all have 0 hit points or less, or have surrendered or have run away, the combat ends.

Work Out Who is Involved in the Combat

The characters will be on one side, with the other side being the hostile group they are fighting. The GM manages the hostile non-player characters, so needs to be clear on who is in that group. Writing down the names and hit point totals of the hostile group is a good idea. Also, the players need to determine who is involved in the combat on their side. Some players might not want their characters to be involved in the combat. They might rule that their characters are not in the immediate area where the combat is occurring and are standing away in an adjacent area which is safe from even psionic or ranged attacks. The Referee should rule whether this is the case or if they are involved in the combat because they cannot avoid it.

Encounter Distance and Engaging in Combat

Not all combats start with the two sides, the players, and their opponents, directly facing each other within a sword's reach. At the beginning of a combat, or potential combat, the Referee must determine which of the two distances is relevant.

- Close distance is a range of two meters (6 feet) or less and is the distance at which a character can engage in either Close or Unarmed combat.

- Ranged distance is a range beyond two meters (6 feet) up to double the range of the missile weapon a character is holding. It is the distance at which the character can engage in ranged combat. Ranged combat typically happens out in the open countryside, where groups of combatants can see each other coming over the horizon or emerging in the distance from old ruined buildings. Thread fighting is normally done at ranged distance.

If the opponents are hidden, either though sneaking up on the characters or setting an ambush for them, move onto the Surprise Attacks section below.

Scouting Ahead

In a typical encounter, where the characters are moving through the wilderness or indoors, roll a basic Perception skill test for any characters who are ahead of the main party scouting. Modify the Perception skill, for the amount of cover that the opponents have, using the following table.

Modifier	Opponents cover
+50%	All the opponents are in clear sight.
+20%	Some opponents are visible, such as perimeter guards.
-20%	The opponents are hiding in the undergrowth.
-50%	The opponents are hiding in very good cover such as ruins or woods.

If any of the scouts succeed, they can spot the opposition and choose the encounter distance. If they roll a critical they know the exact numbers and positions of opponents that they can reasonably see. They can, if needed, take extra time to scout out the rest of the opponents and they may make another Perception test with a +20% modifier, ignoring any modifiers for cover.
If any of the scouts fail, they are spotted approaching at ranged distance by the opposition. If any of the scouts fumble, they are split off from the rest of the party and may be at close range at the GM's discretion.

Surprise Attacks

There are three types of surprise attacks, all of which can happen at close or ranged range:

- Ambushes, where one side is hiding in cover awaiting their opponents.

- Sneak Attacks where one side uses Deception to stealthily creep up on their opponents, catching them unaware.

- Rush Attacks where one side charges from range looking to overwhelm their opponents before they realize what is going on. In the procedure below use Athletics if on foot, or Ride or Drive if mounted or in some sort of vehicle (such as a chariot), instead of Deception as the skill for the attackers.

Surprise Attack Procedure

Note that there can only be a surprise attack if the conditions for it exist, e.g. decent cover, such as undergrowth, for the ambushers to hide in for an ambush; or an unaware opponent undergoing a sneak or rush attack.

- If it is the characters who are the unaware side, each player makes an opposed skill test using their character's Perception vs the highest Deception in the opposing side.

- If the characters are performing the attack, each player makes an opposed skill test using the character's Deception vs the highest Perception in the opposing side.

- When being attacked, if the character fails their Perception skill test, they are surprised for one combat round and are unable to do any combat actions except Parry or Dodge. If they fumble, they cannot even defend themselves. The encounter distance is determined by the attackers as a group and will usually be at Ranged distance.

- If attacking, an opponent is unable to make any attacks and may only Dodge or Parry as defensive reactions. If the opponent fumbles the Perception test, they cannot even defend themselves. The encounter distance (Close or Ranged) is determined by the players individually for their characters.

Note, if the characters or their opponents are successful in their surprise attack, both sides are now engaged in combat.

Avoiding a Fight

If the characters are not a victim of a surprise attack (see above) they can do one of the following to avoid a fight completely:

- Run away. The characters can turn tail and flee as quickly as possible. If the opposition chooses not to, or cannot for any reason, give chase (they are guards on a castle wall, for whom it would take a good minute or so to climb down and are under orders not to desert their post, for example), the characters can get away without any further problems.

- If the characters move faster, because they are on a mount that moves quicker than a standard human or they are using magic which gives them superhuman speed, they can run away without any more problems. If they are chased by an opponent who has a comparable speed, then they make an opposed Athletics skill test. If they win, they escape. If they fail, their opponents have caught them and get +20% on their next action. If they fumble, not only do their opponents catch them but those caught suffer the effects of surprise and are only able to defend themselves in the first combat round.

- Intimidation. The characters can try to intimidate the opposition to surrender or leave the battleground. One character, usually the one with the greatest Influence, leads the attempt, with the rest of the group assisting them. See Social Combat above.

- Fast Talking. The characters can try to fast talk their way out of a confrontation. See Fast Talk in Social Combat above.

FIGHT! Drop into Combat Rounds

The combat round is a measure of game time equaling five seconds, during which a character can normally do one thing, such as swing a sword, use dragon breath, throw a punch, etc.

Each combat round follows the following procedure:

1. Statement of intent. Each player declares what their character is doing. The Referee declares what the non-player characters are doing if they are visible to the characters. Otherwise, they keep it secret until the non-player character(s) act.

2. Choose skills and apply modifiers. The players work out which skill the characters will use to complete their combat action, normally one of the three combat skills (Close, Ranged and Unarmed Combat). The Referee then determines if there are any situational modifiers. If the characters have any modifiers due to active magic, add these to the situational modifiers (see bellow). Finally, each player should know what their modified skill value is. Likewise, the Referee should work out for the opposition what skills they are using and what modifiers apply.

3. Determine order. The Referee counts down from 100%, and characters and non-player characters act in highest skill order.

4. Take action. When it's the player's turn, they state what their character's action is. Then they make any skill tests to try and make the stated course of action successfully. If called for, opponents make dice rolls for defensive reactions (Parry or Dodge). If a combat action is successful, apply its effects right there and then.

5. End of combat round. Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

Taking Damage

When a character successfully scores damage against a target, remove it from the target's hit points. Every weapon has a damage rating, listed in its entry on the character sheet. This rating is the amount of dice rolled when the weapon successfully hits a target. Add the attacker's Damage Modifier to all Close Combat weapons and Ranged weapons, except those that rely on a mechanism to provide the force to throw the missile (such as Crossbows).

Reduce damage by the armor point (AP) value, if any, of any armor the target wears, and then subtract the damage from their hit points.

There are two types of wounds.

- Minor wounds, where the hit point total is still positive. As long as hit points are above zero, any damage taken is considered minor wounds, meaning superficial cuts, bruises, and exhaustion.

- Mortal wounds, which are the result of injuries that reduce the character's hit points to zero or less. When hit points are zero or below, any damage is life-threatening; for what happens then see Zero Hit Points below. Such wounds are considered mortal.

Healing Wounds

If the character is only suffering minor wounds, some psionic abilities, such as Heal instantly restore damage to hit points. The Healing skill, as described in Skills, also helps. Over time, minor wounds heal naturally.

A character who is mortally wounded will need to either be treated by another character with the Healing skill or by psionic healing, before natural healing starts.

If using the Healing skill, the wounded character must first be stabilized by a successful skill test, and then undergo Surgery to treat the wound, which is another successful skill test using the right tools and conditions (see Healing in Skills)

A character with a mortal wound needs to be healed or stabilized immediately within the same combat round or by the end of the next combat round at the very latest. If healed the character will also regain consciousness on a successful Resilience skill test.

Combat Actions

The actions a character may take when it is their turn to act are detailed here. A character can only choose one of the options below each round.

Action	Description
All-Out Attack	Two attacks at -20%. Gives up the ability to defend for the round.
Athletic Attack	Roll once. Must pass versus both Athletics (which represents the move) and the combat skill which you are using to attack with. If you succeed, you automatically score a critical hit. If you fail, you automatically score a fumble.
Change Stance	May move from prone to standing and vice versa.
Charge	The character moves at a running (or if a dragon: flying) pace from Ranged to Close distance, followed by a close combat attack with a +1d6 to damage. The character loses their defensive reaction in the round.
Close Combat Attack	Character attacks opponent with a weapon, testing vs Close Combat skill. If they are successful, then they inflict weapon damage plus damage modifier.
Delay	The character either waits until after another character's action or tries to interrupt it.
Disarming Attack	Attacking to disarm an opponent, which does no physical damage.
Fighting Retreat	The character disengages from combat. If opposed, either fight another round successfully or use Deception to escape the battle.
Great Attack	The character makes one attack at +20% and deals their maximum damage bonus if they hit. Weapon damage is rolled normally. The character gives up all defensive reactions for the round.
Intimidation	The character uses their Influence skill, to persuade foes to flee or surrender.
Ranged Combat Attack	Character attacks opponent with a weapon, tests vs Ranged Combat skill. If successful, then does weapon damage plus damage modifier.
Ready/Change Weapon	The character draws or loads a weapon, making it ready for combat.
Set Weapon	If the weapon can be set in advance of a charge, the user gains +20% to attack, before the charging character.
Shield Defense	The character does nothing except defend against attacks using a medium or large shield. Parries with the shield are +20%. The defender does not suffer the usual penalty for defending against multiple attacks.

Skill Use	The character uses a non-combat skill.
Escaping Sprint	The character moves at running speed out of close combat. May not attack and may only Dodge as a reaction. This action allows the character to move from Close to Ranged distance.
Unarmed Attack	The character can attack using a natural weapon, such a fist or claw, or grapple.
Use Psionic Power	The power takes effect when the character's turn comes up in the order of combat. The power is disrupted if the psychic is interrupted and concentration lost.
Whirling Dervish	While using a small shield the character does not suffer the usual penalty for defending against multiple attacks.

Making Close Combat Attacks

1. Making the attack: To attack, the player simply rolls 1d100 and compares it to the character's Close Combat skill. This roll may have modifiers for a specific situation or special attack, such as a Great Attack.

2. If a character rolls equal to or lower than their Close Combat skill, they have hit their target if the target fails to defend.

3. If a character rolls greater than their Close Combat skill, they have missed their target.

4. Target reaction: If the enemy chooses not to or cannot react against the attack, then this attack is unopposed. Move straight on to damage resolution below.

5. If the attack is opposed, the defender makes a Dodge or Parry (see Defensive Reactions).

6. Damage resolution: If the attack is successful, roll damage. Each weapon has a damage score; add the attacker's damage modifier to determine the total damage.

7. Armor reduces Damage: If the defender is armored, then the armor will absorb some of this damage. Reduce the attack's damage by the armor points (AP) of the defender's armor.
8. Damage application: Apply any remaining damage to the defender's hit points.

Close Combat Situational Modifiers

Situation	Skill Modifier
Target is helpless	Automatic Critical
Target is prone or attacked from behind	+20%
Attacking or defending while on higher ground or while riding an animal	+20%
Attacking or defending while prone	–20%
Attacking or defending while on unstable ground	–20%
Attacking or defending while underwater	–50%
Defending while on the lower ground or against a mounted foe	–20%
Fighting in partial darkness	–20%
Fighting in darkness	–50%

Close Combat Options and Variations

These are non-standard close combat attack actions. A character may only make one of these types of attack in a combat round.

All-out Attack: The attacker gives up all their defensive reactions for the round but gains a second Close Combat attack, which happens straight after the first attack. Both attacks are at -20% due to the loss of skill during this frenzied attack.

Athletic Attack: This combat action is where the character performs some sort of movement above and beyond the usual free move and then attacks at the end of it. A flying kick or swinging off a chandelier into combat, are examples of this form of attack. To make the attack, you roll the dice as normal. With this dice roll, you must pass a skill test versus both Athletics (which represents the move) and the combat skill which you are using to attack with. If you succeed at both, you automatically score a critical hit. If you fail at either, you automatically score a fumble. There is no middle ground since this attack is an especially risky maneuver.

Disarming Attack: Resolve as the standard Close Combat Attack above, but if successful the attacker disarms the target, knocking either their weapon or shield out of their grip and sending it 1d6 meters away from them. The target may defend against this attack using any of the standard defensive reactions; Dodge represents them moving physically away from the attack's reach and Parry represents the target moving the weapon/shield out of the attacker's reach.

Great Attack: An attack for those attackers using swords, axes or maces, where the attacker has enough room to wind up the weapon for a forceful blow. The character makes one attack at +20% and deals their maximum damage bonus if they hit. Weapon damage is rolled normally. The character gives up all defensive reactions for the round.

Natural Weapon Attack: Natural weapons, such as the teeth and claws of monsters, count as close combat weapons and not Unarmed Attacks. The damage they deal is in the monster's description.

Set Weapon: A character can spend their action fixing the shaft of a weapon, such as a spear or a pole-arm, in the ground, in anticipation of a charge from an opponent. When the charge comes, the character automatically gets an attack at +20% before the charging character gets their attack. If the character makes any other action or reaction before the charge, the weapon becomes 'unset'.

Unarmed Combat Actions

The character can make a single Unarmed Combat Attack with the express intent of either Striking, Holding or Throwing their opponent.

1. Making the attack: The attacker declares their intent to either strike, hold or throw before making the attack. Roll against their Unarmed Combat skill to determine if the attack is successful.

2. Target reaction: If successful, the opponent may use their Dodge or Close Combat parry as a reaction to avoid the attack or use Unarmed Combat as their Reaction.

3. Resisting using Unarmed Combat: If they successfully use Unarmed Combat as a reaction, the opponent can either decide to avoid the attack OR if they haven't used their action this round, they may counter attack and immediately apply the effects of a strike, hold or throw on the Attacker.

4. Damage resolution: If the opponent's reaction fails then the attacker may inflict one of the following effects on their opponent:

    - Strike: The attacker inflicts their Unarmed Damage (usually Fist/Kick of 1D4 + damage modifier) minus any armor that their opponent is wearing.

- Hold: The held opponent may attempt to break free once per round as their action. Make an opposed Unarmed Combat roll to see if they escape. At the end of each round that the opponent is held, including the first, the attacker may inflict damage of 1D4 + damage modifier. Armour does not help

- Throw: The opponent is thrown 2 meters and suffers damage equal to the attacker's damage modifier. The grapple ends in this case.

Ranged Combat

All ranged attacks are handled in the same manner as close combat attacks, with the following exceptions:

- **Charging:** Ranged attacks may not be used by a character during a Charge.

- **Loading ranged weapons:** Most ranged weapons only take single combat round to ready. Others take more than one combat round to reload. Consult the weapon's Rate of Fire on the character sheet.

- **Range:** Within the weapon's range the Attacker shoots without penalty. If the target is within double the weapon's range, the attacker's weapon skill is modified by -20%. Attacks cannot be made at a distance beyond twice/double the weapon's range.

- **Aim:** Every round spent aiming adds a +20% bonus to the character's Ranged Combat skill, up to a maximum modified skill of 100%. This bonus only applies to the first attack the character makes with the weapon at the aimed target. A character can take no other action or reaction while aiming without losing the aim bonus. This action can overcome the reduction in Ranged Skill due to the weapon being used at double its range.

- **Throwing Close Combat Weapons:** If a close combat weapon does not have a dual design as a thrown weapon, and is hurled at an enemy, then it has a range of 8 meters (26 feet) and suffers a penalty to the attack of -20%. Use the character's Ranged Combat skill to make the attack.

Ranged Attack Situation	Skill Modifier
Cover	
Partial cover: For example, a low wall that leaves only head and torso exposed	- 20%
Excellent cover: For example, defender on a castle wall, firing from protected battlements.	-50%
Virtually total cover: For example, behind a castle wall with arrow slits for defenders to shot through.	-75%
Wind	
High wind	–20%
Fierce wind	–50%
Hurricane	Attack automatically fails
Movement	
Target has moved 10m or more since the attacker's last Combat Action	–20%
Target has moved 30m or more since last Combat Round	–50%
Visibility	

Target obscured by smoke, mist or is in partial darkness	–20%
Target obscured by thick smoke, fog or is in darkness	–50%
Target is above SIZ 20	+20%
Target's Condition	
Target is helpless	+20%
Target prone	–20%
Attacker's Condition	
Attacker is prone	–50%
Attacker is underwater	–20%
The attacker is on unstable ground	–20%
Attacker is blinded	–50%

1. Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist (-20) that has moved more than 10m since the attacker's last Combat Action (also -20) imparts a –40% penalty.

2. Attacker condition modifiers are cumulative.

3. Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater.

Firing into a Crowd

When firing into a crowd, the Referee will determine how much cover the target has from the ranged attack. The Attacker then makes a ranged attack modified by the target's cover.
If the attack fails to hit the target and succeeds against an unmodified attack skill, the attacker has hit one of the individuals adjacent to the target (chosen by the GM). The accidental target may Dodge against this attack as usual.

Movement During Combat

In any combat round, a character may move a distance up to their movement rate without it counting as a separate combat action, which allows them to move about and change opponents quite freely.

The following types of movement are considered separate combat actions. All movement combat actions use Athletics Skill to determine combat order.

- **Change Stance:** The character may stand up from prone, or vice versa.
- **Charge:** When the character closes in combat, from ranged to close distance at a sprint. The charge must be in a straight line and the Attacker must end up adjacent to an enemy. When the move is complete, make a Close Combat attack. If the attack is successful, the Attacker gains a bonus of +1D6 damage. Characters may not charge uphill and gain the damage bonus.
- **Fighting Retreat:** A character may move their full movement directly away from an enemy they are fighting. They may only defend, but at +20% to their close combat or unarmed combat. The modifier increases to +50% if the character is using a Large shield. At the end of the round, if they have successfully defended themselves, they may disengage from combat. Otherwise, their opponent has moved with them and has successfully held them in combat.

- **Escaping Sprint:** The character runs out of combat range (from either close distance or ranged distance), forsaking their attack and only being able to Dodge as a defensive reaction. If running away from combat, if they successfully Dodge any incoming attack, at the end of the combat round they have disengaged from combat. Otherwise, their opponent has moved with them and has successfully held them in combat.

Other Actions

- Delay: A character may pause to assess the tactical situation around them. If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their combat action. If a delaying character wishes to interrupt a specific character's action as it occurs, the character must make an opposed test appropriate to their interrupting action (a weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

- Intimidate: The character tries to get the other side to surrender or flee, directed at a single enemy or a group. The rules are covered above in the section on Social Combat.

- Psionics: Psionic powers take effect in an order determined by the user's skill

- Ready/Change Weapons: If the character has their weapon ready at the start of the combat they can use it straight away. If the character changes weapons, e.g. from a bow to a sword, it takes one combat round. If parrying a Close Combat attack while changing weapons, the character may do so at -20%. They may Dodge without this penalty.

- Skill Use: The character performs one action which requires the use of a skill, such as opening a locked door with the Mechanisms skill.

Reactions

Reactions happen after a successful attack has occurred, but before its effects are applied. There are two types of reaction, Dodge and Parry.

Dodge

- Parries can be made against Close Combat attacks using Close Combat skill or Unarmed Combat Skill.
- Shields can also parry missile attacks, as outlined in ‘Using Shields Against Ranged Attacks’ in Special Combat Rules.
- Dodges can be made against close combat attacks and thrown missile weapons, providing the target is aware of the attack. Dodge can also be used as a reaction, if still available, to avoid the damage of certain psionic powers, such as Frostbite or dragon’s breath projected at the Defender.

When an attacker successfully hits, the defender may choose to Dodge as their reaction, to avoid damage.

Procedure:

1. The defender rolls against their Dodge skill.
2. If the defender succeeds, then they have successfully avoided the attack.
3. If they fail, they take damage as normal.
4. If they fumble, they take maximum damage from the attack.
5. If dodging against a critical hit, then if the defender rolls a critical on their Dodge, they reduce the attacker’s critical to a normal success. If the defender fails their Dodge against a critical hit, the attacker does maximum damage and ignores defender’s armor.

Parry

When an attacker successfully hits, the defender may choose to parry with a weapon or shield as their reaction to avoid damage.

Procedure:

1. The defender rolls against their Close Combat skill.
2. If the defender succeeds, then they block all rolled damage
3. A critical parry against a normal success deflects all the damage and causes the attacker to suffer a fumble. If when parrying against a critical hit, the defender rolls a critical on their Close Combat skill roll, then they reduce the attacker’s critical success to a normal success.

Multiple Defenses in a Single Combat Round

You can defend as many times as you want, but you get a cumulative -20% modifier for every defense after the first.

Critical Hits

Critical hits represent a lucky and effective hit in an unprotected area of an opponent. If the skill test is a success and both dice (units and tens) are the same value, it is a critical hit. A critical hit automatically causes maximum damage for the weapon and maximum damage modifier. Critical hits also ignore armor.

A critical hit is made a normal hit by a critical parry or critical Dodge. Then damage is rolled by the attacker as normal and the defender's armor counts.

Fumbles

Conversely, if an attacker or defender fumbles, the character has been put at a severe disadvantage. It is up to the Referee to determine how, dependent on the situation. Here are some examples.

- Grievously hurt self or a nearby friend with a weapon. Roll damage and ignore armor.
- Trip over and fall prone.
- The character becomes confused and misses one combat round.
- Armour or shield strap breaks; lose armor protection.

Summary of Combat Results

Attacker's Combat Action	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles.
Failure	No need to roll	Attacker fails to hit the defender.
Success	Fumble	Attacker hits, then the defender takes damage rolled minus armor points and fumbles.
Success	Failure	Attacker hits, the defender takes damage rolled minus armor points. Note, this is the standard result if the defender decides not to or cannot defend themselves.
Success	Success	If the Defender is dodging, they avoid the attack. If parrying, they parry the attack.
Success	Critical	Defender avoids the attack and takes no damage.
Critical	Fumble	The Attacker does maximum damage and ignores the Defender's armor. The Defender fumbles.
Critical	Failure	The Attacker does maximum damage and ignores the Defender's armor.
Critical	Success	The Attacker does maximum damage and ignores the Defender's armor.
Critical	Critical	Attacker hits, the defender takes damage rolled minus armor points.

Mounted Combat

A mounted warrior has a +20% bonus to their attacks and parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a –20% penalty to their Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted character uses their mount's Movement Rate when moving rather than their own. A mounted adventurer can use no weapon at a skill level greater than their Riding skill score.

Untrained Mounts: The rider of a mount which is unused to combat must make a Riding Skill test at the start of each Combat Round. Failing this test will cause the mount to automatically use the Flee Combat Action at the first opportunity

for the remainder of the Combat Round. Succeeding this test allows the mount to act as if battle trained for the remainder of the Combat Round.

Aerial Combat & Maneuvers

Unless it can hover (or use levitation like a dragon), a flying creature must move at least half its speed in one combat round. If a flying creature fails to maintain this minimum speed it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 137 meters (450 feet) in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a Dodge roll to recover. Otherwise, it has another chance to recover on its next turn. If it fails again it falls 137 meters (450 feet) and continues to fall at this rate until it makes the save and ends the fall or crashes.

A flying creature can use the same actions as any other Movement During Combat (see above). Special maneuvers used by flying creatures are as follows:

- **Barrel Roll:** The creature rolls around until it is upside down then immediately rolls right side up again multiple times. This maneuver is used to throw off enemies, entangling ropes or nets, or clinging *thread*. A -20% Athletics roll is needed to perform this maneuver, a failure results in a Rocking Turn.

- **Climbing Reversal:** The creature flies upward and backwards in a half loop until it is upside down. It then rolls over and is now flying in the opposite direction at a higher altitude. This maneuver can put you on the tail of an enemy that was chasing you. It takes an athletics check at -20%. A failure results in a stall.

- **Diving Reversal:** The creature flips upside down and flies downward and forwards in a half loop until it is right side up and is now flying in the opposite direction at a lower altitude. Like the climbing reversal it can catch chasers unaware. This maneuver needs a -20% athletics check. A failure results in a spin.

- **Reverse:** The creature can fly backwards without turning around by making a -20% Athletics Check.

- **Rocking Twist:** The creature rolls onto its side then rolls back to its original position. This is done to see if any enemies below or to throw off enemies on the top of the creature. A rocking turn is made y making an athletics check.

- **Roll Over:** The creature rolls over on its back and flies upside down. It takes an athletics check at -20% to perform this action and a failure results in a Rocking Twist..

- **Spin:** This is not a maneuver a creature performs on purpose. The creature is falling and out of control, spinning about randomly as it descends. A successful athletics roll at -50% is needed to pull out of this uncontrolled dive.

- **Stall:** Like a spin this is the result of a failed maneuver roll and results in a fall as the creature loses to much airspeed to keep aloft. Luckily it's not as out of control as a spin and a -20% athletics roll will pull them out. Creatures that can hover (like dragons) have no penalty to pull out of a stall.

- **Stoop:** This is a dive straight down with wings pulled back to increase speed. The creature descends at falling speed using a typical athletics roll to pull out of the stoop.

Two-Weapon Use

A character wielding two weapons or a weapon and a shield may use the off-hand item to either:
Parry one additional attack per Combat Round without any penalty (after this extra parry the cumulative -20% penalty per additional attack parried applies).

OR

Gain a single bonus Close Combat Attack action. This bonus attack is at -20% Close Combat skill. The second attack occurs at half the character's skill in order of combat. Also, this may only be a normal Close Combat Attack, not an All-Out Attack, Disarming Attack or a Great Attack.
For example, a warrior armed with sword and shield, can attack with the sword normally and then follow this up immediately with a shield bash at -20% to the shield attack.

Shield Use

Shields are a special type of combat equipment, whose obvious use is as a movable piece of armor to parry close combat attacks, but which can also be used to make attacks and block ranged attacks. This section explains their many uses.

Using Shields to Parry Close Combat Attacks: This is the most common use of shields.

Using Shields to Perform an Attack: Shields can also be used to attack, either on their own as a standard attack to do what is called a shield bash, or with a one-handed weapon to perform a multiple weapon attack.

Using Shields Against Ranged Attacks: Shields can defend against Ranged Attacks, if their users are aware of the attack, in two ways.

1. Parrying Thrown Missiles. Medium and large shields can parry incoming thrown ranged weapons, such as spears.

2. As Cover against Missiles. Medium and large shields provide cover against missile attacks when set against them. The defender sets their shield against the onslaught of missile fire, delaying their action until the missiles have stopped firing. Medium shields give a -20% penalty to incoming Ranged Attacks, while large shields give a -50% penalty due to cover.

Using Large Shields during a Fighting Retreat: Large Shields give a +50% modifier to the Close Combat skill of character using this Movement Action

Shield Combat Actions:

1. Whirling Dervish (Small). You can attack with a 1-Handed weapon and defend with your small sized shield, without the normal cumulative -20% penalty for multiple defenses, since the combination of weapon and shield is light and maneuverable.

2. Shield Defense (Medium/Large). Your combat action is to use your shield in defense for the entire combat round. As a result, you get a +20% modifier to all parries using your shield. On a critical success, you get an automatic counter strike against your opponent doing your weapons for normal damage. You also do not suffer the cumulative -20% penalty for defending against multiple attacks.

Using Shields, a Summary

Size of Shield	Damage	Missile Cover	Combat Actions
Small (Buckler)	1D4	None	Parry Close Combat attacks, Close Combat attack, Whirling Dervish
Medium (Target)	1D6	-20%	Parry Close Combat attacks, Close Combat attack,

			Parry Thrown Missiles, Cover against missile attacks, Shield Defence.
Large (Kite, Viking Round)	1D8	-50%	Parry Close Combat attacks, Close Combat attack, Parry Thrown Missiles, Cover against missile attacks, +50% during Fighting Retreat, Shield Defence.

Ending the Combat

There are three common ways combat can end:

1. Disengaging from Combat
2. Zero Hit Points
3. Surrendering

Disengaging from Combat

If a player announces that they want to escape combat, the attempt might be Unopposed or Opposed, depending on the situation.

Unopposed escape: If the character is unopposed, usually because no one is watching them and they are not fighting someone, then they can just up and leave, using a standard move or sprint to do so. Of course, the character can't do anything to bring attention to themselves during the retreat, such as use a psionic ability or make an attack.

Escape is opposed: If the character is still in combat or has someone ready within range to engage them in combat, it is less easy to get away. The GM should work out what sort of skill test is required to get the character out of harm's way. If stealth or deception is involved, a Deception test is the order of the day, and a good description from the player is required. If the character is attempting to fight their way out of combat, use the Fighting Retreat action (see *Movement During Combat* above), where the character fights one more round of combat and, if successful, escapes the combat. Or the character can use an Escaping Sprint action to move out of combat and Dodge any attacks that come their way (see 'Escaping Sprint' in *Movement During Combat* above).

Zero Hit Points

When a character is at zero or fewer hit points, they are dead unless one of the following happens:

- The player or Referee controlling the character who inflicted the killing blow says that their last blow was non-lethal, which allows them to take their opponent prisoner.
- The player spends a fortune point to have their character avoid death and awake 1D6 hours later with one hit point.
- Another character heals the wounded character using psionics, or stablizes them using the Healing skill, by the end of the next round after the one which they reach zero hit points.

Surrendering

The character may simply give up and try to surrender to their opponents.
It is up to the GM to determine whether the opponents allow the character to surrender. Most intelligent opponents will capture wealthy-seeming characters and extract a significant ransom that leaves the character significantly poorer. If using the Wealth optional rules, the ransom reduces a character's Wealth skill by 1d20. However, if the character has brutally murdered members of their group, the survivors may be less willing to let the character surrender.

Opponents that are psychotic will not accept a surrender and will continue to attack.

Opponents who hate the character's culture will accept the character's surrender only on a successful Influence skill test OR if the opponent has been told by a superior to capture the character

SIZE (SIZ) Rules

SIZ is an important factor of the game. Many aspects of what a character can do depends of SIZ including how much a character can lift and determining the results of several psionic powers. In this game human SIZ corresponds to the following units…

SIZ	Height (Metric)	Height (Imperial)	Weight (Metric)	Weight (Imperial)
1	To 49 cm	To 1 ½ ft	To 6.08	To 15
2	49-79 cm	1 ½ -2 ½ ft	608-13.6	15-30
3	79-1.05 cm	2 ½ -3.4 ft	13.6-20.9	30-46
4	1-1.2 M	3.4-3.9 ft	20.9-28	46-62
5	1.2-1.3 M	3.9-4.3 ft	28-35	62-77
6	1.3-1.4 M	4.3-4 ½ ft	35-42	77-93
7	1.4-1.49 M	4 ½ -4.9 ft	42-49	93-108
8	1.49 -1.52 M	4.9-5 ft	49-56	108-123
9	1.52-1.6 M	5-5.3 ft	56-63	123-139
10	1.6-1.65 M	5.3-5.4 ft	63-70	139-154
11	1.65-1.7 M	5.4-5 ½ ft	70-77	154-170
12	1.7-1.74 M	5 ½ -5.7 ft	77-84	170-185
13	1.74-1.8 M	5.7-5.9 ft	84-91	185-200
14	1.8 M-1.82	5.9- 6 ft	91-98	200-216
15	1.82-1.9 M	6-6.2 ft	98-105	216-231
16	1.9-1.95 M	6.2-6.4 ft	105-112	231-247
17	1.95-2 M	6.4-6 ½ ft	112-119	247-263
18	2-2.05 M	6 ½ -6.7 ft	119-126	263-278
19	2.05-2.1 M	6.7-6.9 ft	126-133	278-293
20	2.1-2.13 M	6.9-7 ft	133-142	293-313
21	2.13-2.2 M	7.05-7.2 ft	142-147	312-324

Weights are average for the SIZ level given. A fat character can be one weight step higher, while a thin, lanky person can be one step lower. For very fat or thin characters the final SIZ is the average between height and weight. For example a character envisioned to be 5 foot 4 inches tall and weighing 112 pounds due to being underweight would be SIZ 9.

For creatures larger than a man the normal SIZ chart becomes unwieldy and confusing, after all how much does a dragon weigh? No one has ever weighed one to know! What SIZ level is a mountain? Who cares -its a MOUNTAIN! At this point a more abstract SIZ table is more useful to the GM with an averaged SIZ being used for calculations. This chart may be found in the chapter on Creatures.

Character Growth

As characters go on adventures, they grow and improve. In the game, this can be one of the tangible goals for the players. The main currency for achieving this and indicator of how well the character is doing in game terms are growth points or just simply growth. The Game Master hands these out after an adventure.

Growth can happen because of three situations.

- *Bringing motives into play,* as determined by the player and approved by the GM.
- *Quest achievement awards*. These are determined and handed out by the GM.
- *In game rewards for skill use.* If the player fumbles or criticals during a skill test.
- *Ad hoc growth awards.* The GM gives these out as a result of certain events occurring during the Quest.

Awarding Growth for Motives

The characters' motives are the main way players get to drive play and grow their characters. If your character completes a motive, either short or long term, during a gaming session, cross it out. If you engage with a motive in a gaming session, bringing it in to play, but don't complete it, put a * next to it. You can only mark growth once in this way per Quest. Make sure you make these marks as soon as your character achieves them with your GM's permission.

At the end of the Quest, look at your motives.

- +5 growth points if you complete your Saga motive.
- +2 growth points if you complete your Quest motive.
- +1 for every motive that is brought into play. You don't get this award as well as the award for completing a motive.

As a result, you should have a total between 1 growth point (you engaged with your short-term Quest motive) and 7 growth points (you complete both your Quest motive and Saga motive). At this point, rub out any asterisk markers and remove any short-term motives, whether completed or not. Leave the completed long-term motives on the character sheet.

Motive Review

At the end of each Quest, the player and the GM can call for a Motive Review. During the review, the player can change Saga Motives that are no longer interesting to them or relevant to the character. They can also remove uncompleted Quest Motives or carry them over to the next Quest, in which case the GM makes a note of them.

GM Growth Awards

The GM award character growth as a result of the following.

- *Quest achievement award* is directly linked to how long the quest was.
- *In game rewards for skill use.* If a character fumbles or criticals during a skill test, their player adds a growth point immediately.
- *Ad Hoc awards* that acknowledge growth that occurs due to achievements outside of the standard growth system.

Quest Achievement Awards

At the end of a Quest, the GM makes this award, a simple flat award of two growth points for each session of play of average length of two-three hours. Adjust for longer sessions.

For example, A self-contained one session one-shot game that took three hours should give two growth points, while a Quest that took four sessions, each two to three hours, to play out gives eight growth points to each player. Note: if you want to reward clever or entertaining play, use fortune points instead (see box below).

In Game Rewards for Skill Use

If a character fumbles or criticals during a skill-test, they grow from the experience and the player immediately records a one-point growth award. The table should also cheer on the player. There is no limit to how many times this reward can be issued. The reward reflects this author's belief that we grow from great success or great failure.

Ad Hoc Awards

Ad hoc means when necessary or needed. The characters may grow as part of the Quest in ways that are immediate and hard to fit within the context of awarding growth points and the GM wants to make a one off award of a character growth directly linked to the Quest.

For example: A rider may teach (for free) the psionic ability of Impression and allow the character a chance to stand in the hatching ground as a reward for completing a Quest on their behalf.

Spending Growth Points

Players may spend growth points in the downtime between Quests, even when their characters who are badly injured are healing. The default downtime period is three months, although it could drop to mere days if the flow of time in the series of Quests, known as a Saga, requires it.

Growing Skills

A player may improve any number of skills by spending growth points, but each skill can only go up by +5%, during the downtime between adventures.

The cost of that growth depends on the expertise of the skill.

Growth Costs by Expertise		
Skill	**Expertise**	**Growth cost Per +5%**
0-25%	Novice	1
26-50%	Apprentice	2
51-75%	Veteran	3
76-99%	Expert	5
100%	Master	10 to reach 100%

Growing Characteristics

A player can choose to spend five growth points to increase one characteristic by one point. SIZ never increases using growth points. The maximum a human character can increase a characteristic to is 21. For non-humans, the maximum for a characteristic is equal to the maximum possible starting score for the characteristic plus three. This type of growth allows the character to overcome the innate weaknesses they suffer due to low characteristic scores.

Growing Psionics

How the character learns more psionic powers is dealt with in the chapter on Psionics. But for convenience the costs are summarized as follows:

One growth point per magnitude	Learn a new ESP power
Two growth points per magnitude	Increase the magnitude of a Psionic power (either type)
Three growth points	Learn a Telekinetic power

Improving Outside of Quests: Practice And Research

The characters may often experience long stretches of downtime between Quests. Group members may need to heal from wounds suffered during the last Quest, the characters may engage in some activity that takes time, or life may return to normal until the next danger to face the player characters appears.

During such downtime, the characters may improve their characters. The players might request downtime between Quests to learn new skills, and it is up to the GM to determine if this is appropriate.

For every three months of practice or research, a character may gain one growth point, which they can spend on growth. Note skills can only increase by +5% per downtime period.

Encumbrance

Every piece of equipment in the Equipment chapter has an Encumbrance (ENC) score. Encumbrance is a measure of not only weight but also the bulk of an item, reflecting the awkwardness of handling the item.

A character can carry equipment which has a total ENC of less than or equal to their STR+SIZ without penalty. Some items that are too small or light to have a score. Characters can usually ignore the effects on Encumbrance that these light items unless they start to carry a lot of them - assume that an average of 20 such items will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character cannot carry more than twice their STR+SIZ in ENC.

Overloading

Roughly 1 ENC is equal to 1/4 of a SIZ point. A character carrying total ENC greater than their STR+SIZ is Overloaded. Overloaded characters:

- Suffer a -20% penalty to all tests that require physical actions, including Weapon skill tests and most tests that have DEX or STR as a Characteristic.
- Have their Movement halved.
- Suffer a -20% penalty to all Fatigue tests.
-

Illumination and Darkness

Most people on Pern live in holds or wyers dug into the sides of mountains and volcanoes. Windows are rare so artificial light is the norm when indoors. Travel at night may bring hazards and human beings cannot see well in the dark. The following table gives the effects of various types of illumination and darkness on the characters.

Illumination and Darkness Effects	
Environment is	**Effects**

Illuminated	None.
Partial Darkness	-20% to vision-based Perception tests.
Dark	-50% to vision-based Perception tests. Movement Rate halved.
Pitch Black	Perception tests reliant on vision become near impossible, as are ranged attacks. Close combat attacks are at -50%. Movement rate a quarter of normal.

Darkness may be combated with fire or other illuminating items such as lamps or glows. The light given off by these items illuminates an area as given in the chart below. Outside of this radious there will be partial darkness for another area of the same radius before the illumination gives way to true darkness.

Illumination

Example	Radius
Candle, embers, matches, old glow, starlight	1 m
Flaming brand, flashlight, fresh glow, lantern, moonlight	3 m
Campfire, glow basket, full moon	5 m
Bonfire, Both moons full	10 m

Dark Sight

This ability allows a creature to treat pitch-black conditions as if dark. Dark conditions as if in partial darkness, and partial darkness as if illuminated. It is normally possessed by subterranean or darkness aligned creatures such as watchwhers. Fully illuminated conditions may actually blind creatures with this ability.

Night Sight

As in cats, this ability allows a creature to treat partial darkness as illuminated and darkness as only partial darkness. The creature sees normally in daylight. Nocturnal creatures normally possess this.

Fatigue

Combat, sprinting, climbing, and swimming against a strong current, are all examples of when a character can become fatigued and tired.

If the GM rules that a character has been doing an activity that may have drained them of physical energy, then they may call for a Resilience roll. If the character fails the roll, they suffer the effects of Fatigue (see below).

This test happens after the activity is complete, unless the activity is long and drawn out, and there is a real danger that Fatigue will stop the task. For example, on a long hard march (double normal travel movement), the characters are pressing on ahead so that they can reach a fort before an enemy army arrives there. In this case, there is a real danger that they will arrive not only too late but tired and worn down.

The Effects of Fatigue

If a character fails the Resilience test, then they become fatigued.

- All skill tests are at -20%. Also, movement rate drops by a quarter.
- The character also becomes sluggish, DEX and INT are each reduced by three points.

If the fatigued character insists on engaging in heavy activity, such as combat, heavy labor or running, then another Resilience roll is made at -20%.

If the character fails this second skill test, fatigue level becomes heavily fatigued, with the above penalties increased to -50%.

If a character fumbles any of their Resilience rolls, then they immediately fall unconscious for 3D6 minutes and upon waking are still fatigued.

A character who completely rests for 20-CON hours will remove the effects of any Fatigue.

Exposure, Starvation and Thirst

A character can normally survive for several hours equal to their CON before suffering from exposure.

A character can survive for several days equal to their CON before becoming starved, though after three days they will begin to suffer a -20% penalty to Fatigue tests.

A character can survive for a number of hours equal to their CON x 2 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 1 or even CON x ½. Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately changes to -20%. Also, the character will automatically suffer 1d6 damage every day, for every condition they are experiencing. Natural or psionic healing will not heal this damage - only sufficient shelter, food or water can remedy the problem and allow natural or magical healing to take place.

Falling

A character that takes damage from a fall ends up prone. Armor points do not reduce falling damage.
A character takes 1d6 damage per meter fallen, after the first.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two meters shorter than it is. Also, as long as this test is a success and the character's hit points are not zero or less due to the fall, the character lands safely and is not prone. If the roll is a critical then miraculously no damage is taken. If the roll is a fumble, then the maximum possible damage is taken. Characters falling onto soft surfaces may have the distance they fall effectively halved for damage.

Falling from Extreme Heights

The basic falling rules assume short falls of just a few hundred meters. In this scenario the fall is almost instantaneous and damage is immediately rolled. In an aerial battle however the fall can happen from thousands of meters in the air and such details as the rate of falling become necessary.

The key to discovering the rate of a fall is the 5 second round. According to physics an object falls 27.7368 meters (91 feet) per second. So in one round a character can fall 138.684 meters (455 feet) in five seconds. For game purposes this can be rounded down to 137 meters (450 feet) for simplicity and assuming that Pern has a lighter gravity and thicker atmosphere than Earth.

In order to make a catch a falling character the catcher must make an Athletics skill test with a difficulty of +5% for every SIZ level the falling character is larger than the catcher. If the roll succeeds then the character is caught. If it fails the character misses the catch.

For example F'red riding strap snaps and the dragon rider plummets 137 meters (450 feet) and if he hits the ground he takes damage. If he is still in midair at this point then events "pause" and the characters in the game take their turns in initiative order as normal. If he is lucky someone might catch him.

Next round on F'red's turn he takes his actions as normal. He can pull the cord of his parachute if he has one, command his dragon to catch him, or just keep falling. If he has no way to slow his fall he plummets an additional 137 meters (450 feet) feet. The rest of the characters in the game take their turns as normal. This keep repeating until the falling creature is rescued or he hits the ground.

On the third melee round of falling F'red's dragon, Dinoth, makes an attempt to catch him. There is no modification to the Athletics roll as a dragon is much larger than a man, and the roll is a critical success so the DM rules that F'red lands perfectly on his dragon's back without injury.

Suffocation & Drowning

While underwater or moving through a poison gas cloud, a character can hold their breath for a number of Combat Rounds equal to their CON.

Once a character has surpassed the time for which they can hold their breath, they must make a Resilience test every round with a cumulative -10% penalty. On a failed roll, the character automatically starts inhaling the suffocating substance.

Suffocating Substances	
Substance Inhaled	**Damage Taken**
Water	2D6
Vacuum of Space	2D6
Thick Smoke	1D6
Poison Gas	A character suffers poison exposure. If the gas is also a thick smoke, then 1D6 damage is incurred in addition to the poison's effect.

Armour points do not reduce suffocation damage. The damage will only cease once the character can draw breathable air once more. Even then, the character will require a Resilience test to be able to do anything other than wretch or gasp for breath for 1D4 combat rounds.

Burning

The amount of damage per combat round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. Metal armor, such as plate or chain mail, does not subtract from the rolled damage.

Fire and Heat Effects		
Source	**Example**	**Damage/round**
Flame	Candle	1 point
Large Flame	Flaming brand	1d4
Small Fire	Campfire, cooking fire	1d6
Large Fire	Scolding steam, large bonfires, burning rooms	2d6
Inferno	Lava, inside a blast furnace	3d6
Dragon Flame	Fire accompanied by phosphate poison gas	4d6

Poison

Many plants and creatures have developed poisons as a method of protecting themselves against predators. They are also used by assassins and wrongdoers of all kinds to murder their victims. Every type of poison has the following information detailed:

Name: The poison's name.

Type: Lists whether the poison is ingested, injected, used on a weapon, or inhaled.

Delay: The time between the poison's introduction to a character, to the time its effect takes hold.

Potency: This is a number between 10 and 100 that measures the strength of a poison. A character must make an opposed Resilience test versus the poison's Potency test to avoid or mitigate the damage of the poison.

Effect: Usually hit point damage, though this is not universal. Some poisons cause a character to sleep for some time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

- **Poison Succeeds, Character Fails:** If the poison succeeds its Potency test, and the character fails their Resilience test, the poison has its full effect.
- **Character Succeeds, Poison Fails:** If the character succeeds their Resilience test and the poison fails its Potency test, the poison does not affect.
- **Both Poison and Character Succeed:** Whoever rolled the highest in their test wins.

- **Both Poison and Character Fail:** Whoever rolled the lowest in their test wins.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralized or has dissipated in the victim's system.

Sample Poisons

Here is a list of the most common poisons encountered by the people of Pern.

Arsenic

Type: Ingested
Delay: 2d12 hours
Potency: 50
Full Effect: 1d3 hit point damage and applies -3 penalty to victim's CON
Duration: 6d10 minutes

Arsenic is a common poison that takes the form of a white powder used in manufacturing glass and as a pesticide and weed killer. It causes a burning pain, vomiting, and diarrhea.

Belladonna

Type: Ingested or smeared
Delay: 2d10 hours
Potency: 60
Full Effect: 1d6 hit point damage and applies -3 penalty to victim's DEX
Duration: 6d10 minutes

Belladonna, also known as Deadly Nightshade, is a plant that produces atropine. Atropine is a crystalline powder used to treat heart disease, relive muscle spasms, and dilate the eyes. An overdose is deadly and often used as an insecticide. The symptoms are a rapid heartbeat, impaired vision, and convulsions.

Chloroform

Type: Inhaled
Delay: 1 round
Potency: 35
Full Effect: Unconsciousness. A fumbled Resilience test also results in the victim also taking 1d4 points of damage due to overdose.
*Duration: 2*d4 hours

Used as an anesthetic for surgery, chloroform can also be used by villainous sorts to knock out victims.

Crawler Venom

Type: Injected (bite)
Delay: 1D3 Combat Rounds
Potency: 30
Full Effect: 1d3 Hit Points per minute and a -3 penalty to victim's DEX
Duration: 6d10 minutes

Crawlers are a native species of small six legged gecko-like creatures with a venomous bite that causes dizziness and nausea.

Insect Sting

Type: Injected (bite or sting)
Delay: 1d3 Combat Rounds
Potency: Insect's CON × 3
Full Effect: 1Hit Point and a -20% penalty to all the victim’s Skill rolls due to constant pain and itching.
Duration: 1d8 hours

Many insects have a dangerous sting or bite including Gossamer spinners (spiders) and Springs.

Phosphorus Poisoning

Type: Inhaled
Delay: 1d6 rounds
Potency: 80
Full Effect: 1d6 hit point damage and applies -3 penalty to victim’s CON
*Duration: 2*d10 minutes

A gas produced by minerals and often a component of the “dead air” in mines. It is also a main component of firestone and can be produced by burning firestone ore or inhaling dragon fumes during a fall. The inhaled smoke causes dizziness, convulsions, and fainting. Constant exposure causes degeneration of the jaw and teeth called “phossy jaw”.

Tunnel Snake venom

Type: Injected (bite)
Delay: 1 Combat Round
Potency: Snake’s CON x3
Full Effect: 1d4 Hit Point damage for each minute and a -6 penalty to victim’s CON
Duration: 6D10 minutes

Pern’s native “snakes” have six short limbs and a nasty attitude. Their bite causes muscle spasms, vomiting, and respiratory failure.

Strychnine

Type: Ingested or smeared
Delay: 1d20 minutes
Potency: 80
Full Effect: 1D3 Hit Points per minute and a -6 penalty to victim’s DEX (upon reaching 0 DEX the victim becomes paralyzed and begins to smother as the poison starts paralyszing his lungs)
Duration: 6d10 minutes

An alkaloid plant toxin used to kill predators such as wild dogs or felines. It is also one of the most dangerous poisons causing convulsions, paralysis, and asphyxiation.

Disease

Disease is a source of threat on Pern, either from horrible plauges that ravage the land from time to time or those caused by bad food and water. Every type of disease has the following information detailed:

Name: The disease's name.

Type: Lists whether the disease is spread through contamination, touch or is airborne.

Delay: The time between the disease's introduction to a character, to the time its effect takes hold. It is also the time following disease contraction that a victim will make follow-up opposed disease tests.

Potency: This is a number between 10 and 100 that measures the strength of a disease. A character must make an opposed Resilience test versus the disease's Potency test to avoid or mitigate the damage of the disease.

- **Disease Succeeds, Character Fails:** If the disease succeeds its Potency test, and the character fails their Resilience test, the disease has its full effect.
- **Character Succeeds, Disease Fails:** If the character succeeds their Resilience test, and the disease fails its Potency test, the disease does not affect the character.
- **Both Disease and Character Succeed:** Whoever rolled the highest in their test wins.
- **Both Disease and Character Fail:** Whoever rolled the lowest in their test wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the victim fails the first opposed test, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, they have overcome the worst of the disease and will no longer suffer its effects, other than remaining hit point damage, after a while. Use the disease's delay statistic to determine how long this takes.

If the victim fails this second opposed test, they fall deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

Effect: Usually hit point damage, though this is not universal. Many diseases will apply a penalty to Characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above.

The effects of the disease cannot be removed or healed until the disease itself has been neutralized or has dissipated in the victim's system.

Sample Diseases

Here is a list of the most common diseases encountered by the people of Pern.

Fire Head

Type: Contamination
Delay: 1-2 days
Potency: 60
Effect: This disease causes a high fever that causes muddled thoughts and delirium. During the disease INT is halved and for each day they suffer from the fever they take 1d4 hit points of damage.

Fire Head is a tropical disease caused by contaminated water.

Influenza (the Plague)

Type: Airborne
Delay: 1d6 days
Potency: 80
Effect: This is a severe form of the flu that causes sneezing, coughing, nose running, a fever, and aching muscles. A victim has their CON halved and each day they are affected by the illness they take 1d4 hit points of damage.

The Shakes

Type: Touch
Delay: 1-2 days
Potency: 50
Effect: This flu-like disease renders its victims in a cold and constantly shaking state, during which DEX halved. Also, for each day that the victim suffers from the Shakes, they take 1D6 hit points of damage.

Healing

Healing can be performed in one of three ways - using the Healing skill, a psionic ability, or through natural healing, resting while the injuries heal themselves.

Natural Healing

A character's Minor injuries regain CON/4 (round up) hit points per 24 hours, as long as the character does not engage in anything more than light activity. Mortal wounds do not naturally heal, see the section below for more details.

Psionic Healing

Psionic healing has an instantaneous effect. However psionics cannot re-attach severed limbs or revive the dead.

Mortal Wounds

Mortal wounds are those that reduce the character's hit points to zero or below. Mortal wounds do not heal naturally on their own and require intervention from a character using the Healing skill or psionic healing at magnitude 6 or higher. In addition to the restoration of hit points, any characters suffering a Mortal Wound that receive even a single hit point restoration through healing will immediately stop bleeding and will heal naturally. The character will also regain consciousness on a successful Resilience skill test.

Breaking Inanimate Objects

Sometimes a character will want to break an inanimate object, such as when a locked door needs to be forced open by breaking through the wood.

Simply make an Athletics test, since this skill covers brute force, modified by the difficulty of the task at hand. In the case of the door, there is no modification if the door is a standard door made of wood, but it becomes hard if its reinforced, and even impossible if it is made of stone. If the wood is rotten the GM may make the roll easy or even not require a test. Some objects may not be broken, unless the character is under the effects of magic that plausibly increases their strength to the level where breaking the object is possible.

Travel Rules

The following rules will help direct traveling characters as they wander throughout the land. Be they traveling by runner beast, boat, or dragon these rules will help determine whether or not the characters get to their destination.

Land Travel

Characters travel at double their Movement Rate in kilometers daily assuming an eight hour day of traveling, so Humans travel 30 kilometers a day, while horses can travel 60 kilometers, and most dragons can cover 90 kilometers when flying straight.

Characters traveling off road, through difficult terrain and conditions may at the GM's discretion face a Natural Lore skill test, to maintain the normal movement rate. If they fail cut the daily move by half. If they fumble they face some sort of danger as determined by the GM, a dangerous animal or an environmental hazard, or simply become lost and make no progress that day.

Characters who are overloaded (see Encumbrance, above), move at half the normal amount.
GMs may optionally make a fatigue test if the terrain or conditions were particularly taxing. For example if the characters travel along a well maintained road with places to stop and rest, with food and water, then there is no need to make a test, while at the other end of the spectrum if the characters where hiking through rough hilly terrain with no comfort breaks under a particularly harsh sun the GM can call for a Hard (-20%) or even Impossible (-50%) fatigue test at the end of the day's travel.

If you need to determine which of two groups of comparable movement rate reached a destination first, precisely, use an opposed Athletics (for walking characters) or Riding test (for mounted characters).

Aerial Travel

The rules for overland travel are fine in flying straight in good weather but what about flying in a storm or fighting thread? First of all a dragon must have room to spread its wings to fly. Each wing is approximately the length of the body (not counting the tail) of the character and the creature will need at least this amount rounded up to the nearest multiple of five to launch itself and twice this amount of room above itself to launch. Otherwise it has no room to flap its wings.

For example a small green dragon is 20 meters (60 feet) long. One can assume that the tail takes up 1/3 of the body length so the dragon is approximately 13 meters (40 feet) long without it's tail. To fly the dragon needs a space at least 26 meters (80 feet) wide and 52 feet (160 feet) high to lunch itself. This is one of the reasons Pernese dragons prefer to fall into flight, jumping from a ledge to get room to spread their wings.

Altitude

How high can a dragon fly? The average human gets altitude sickness after 3,048 meters (10,000) feet but many birds can go much higher with ducks able to fly to 6,400 meters (21,000 feet), geese to 8,839 meters (29,000 feet), and some vultures clocking in at a jaw dropping 11,308 meters (37,100 feet)!

Because of their riders it can be assumed that dragon never go above 3.048 meters (10,000 feet). One can calculate the height their dragon prefers (their ceiling) as 3,048 meters plus 305 meters (or 10,000 feet plus 1000 feet) per CON point. So a dragon with an 18 constitution can fly to 8,538 meters (or 28,000 feet).

If forced to fly higher than 10,000 feet the rider must make a Resilience roll a Difficulty of +20% for every 305 meters (1,000 feet) higher than 3,048 meters (10,000 feet) flown. On a failure the rider becomes fatigued (see above). Dragons and other flying creatures make the same Resilience roll for every 305 meters (1,000 feet) they fly higher than their ceiling.

Ships and Sailing

There are three types of sailing ship: sloops (small, fast, but comparatively fragile one-masted vessels), brigs (fast and maneuverable two-masted vessels), and ships (larger vessels with at least three masts, whether warships or cargo vessels).

Type of Ship	Crew	Cost (SP)	Maneuverability	Speed	Structure Points	Cargo
One-masted	10	5000	+20%	6 Knots	20	8 Tons
Two-masted	20	15000	-	5 Knots	40	15 Tons
Three-masted	30	50000	-20%	4 Knots	60	30 Tons

Not all ships are identical; any ship will have one of the following special features. It might have more than one such feature; in this case, add +50% of the original cost to the total cost per feature added.

- **Armored:** AP 2 against any attacks.
- **Fast:** Add +1 knot to speed.
- **Heavy Weapons:** Hits from weapons do D12 rather than D8 damage. Weapons are handled abstractly; ship-mounted weapons are not accurate, and large numbers of shots have to be fired to have a chance to hit an enemy ship. Thus, a ship's weapons are rated abstractly as a single percentage chance to hit an enemy vessel in combat; almost certainly many weapons are fired for each "hit roll". A hit generally does 1D8 damage, subtracted from the other ship's structure points.

  Every 10% in weapons reduces cargo capacity by 2 tons and means two extra crew are needed. The weapons level cannot go above 100%.
- **High Capacity:** Increase cargo size by +50%.
- **Maneuverable:** Add +20% to sailing tests (see below).
- **Marines:** The ship can carry (and provide board and lodging for) marines equal to the size of its crew.

- **Ram:** The ship can ram other vessels in combat without suffering damage.
- **Skeleton Crew:** The crew size needed to run the ship (as indicated in the above table) at half strength.

Sailing Tests

Most potential maneuvers a vessel can make use the captain's Sailing skill, modified by the maneuverability of the vessel. A further modifier is the average Sailing skill level of the crew. In this case these two modifiers are add together.

The average Sailing skill of the crew	***Modifier***
20% or less (no idea)	-20% penalty
26%-50% (competent)	No modifier
51%-75% (veteran)	+20% bonus
76% or more (expert)	+50% bonus

Travel

In normal sailing conditions, a sailing vessel can move 37 kilometers (20 nautical miles) per day per knot of speed. Speeds given are averages. Very favorable conditions (for example, a good strong wind in the desired direction of travel) can double these speeds. As can a rowing crew who critical their Sailing skill test. On the other hand, if a ship is becalmed, with no wind at all, it cannot move.

Storms & Threadfall

Every day out of sight of land, there is a 5% chance of a storm or *Threadfall*. Storms or *thread* do 2d6 structure points of damage to a ship; a ship reduced to zero structure points begins to sink (and will sink almost instantly if its structure points fall to the negative of the original amount). If a storm then any sailors on deck must make Dodge tests to stay on board; a sailor swept overboard and not immediately rescued must make an Athletics test to survive.

Fortunately, the captain can make a Sailing test (modified by maneuverability) to halve damage from a storm or *threadfall*. Better yet, it is possible to plot a course to avoid an incoming storm if it is detected in time (perhaps using magic or skills such as Natural Lore).

Naval Combat

We consider two ranges of distance between ships. Contact or Combat Range.

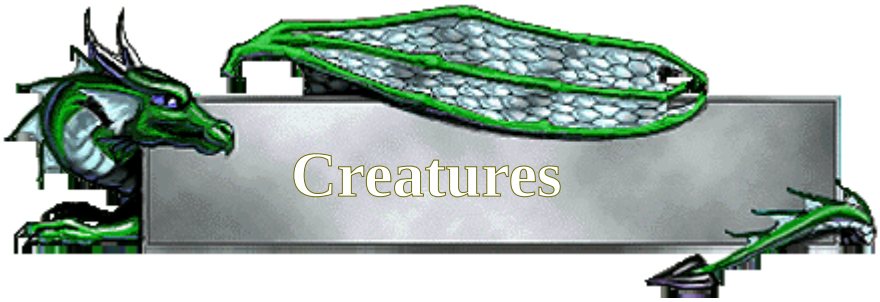
Contact: The vessels can see each other. If both vessels wish to close to combat range or leave the contact, this action is, of course, automatic, and takes about an hour. If the vessels want different things, roll opposed Sailing tests, as above.

Combat Range: Combat between ships is similar to normal combat. Initiative is decided for each ship, rather than between individuals, Use the Captain's Sailing Skill, modified by the maneuverability of the vessel, to determine initiative for the ship.

Roll a single skill test to fire a ship's weapons with no defense roll allowed. If desired, a character can be appointed weapons officer; they oversee the firing of a ship's weapons. That character should make a Ranged Combat skill test; if the test succeeds, the ship's weapons test has a +20% bonus.
Hand-held weapons are too small to have any effect on an opposing ship. Against those on the decks they're another matter. Fire is the exception to this rule, being used to set flammable objects, such as decks and sails, on fire.

The following special maneuvers can be made by a ship in combat range. One maneuver is allowed per round. Each maneuver needs a Sailing skill test by the captain, as indicated above.

- *Broadside.* If the skill test succeeds, two attacks with a ship's weapons can be made instead of one.
- *Evade.* If the Sailing test succeeds, the opponent cannot use the broadside, ram, or boarding maneuvers. Further, the vessel can escape combat range (out to contact range) if the other vessel allows it or the Sailing test succeeds as an opposed roll.
- *Ram.* The other vessel is rammed if an opposed Sailing test succeeds. A ramming attack does D6 points of damage per mast. If the ship performing this maneuver lacks a battering ram, it also takes half the damage inflicted.
- *Boarding.* Boarding is possible if an opposed Sailing test succeeds. In this case, the vessels are roped together, and boarding can commence. A free Sailing test for boarding is allowed immediately after a successful ramming maneuver if desired. If both vessels want to board the other, this is automatic.



This chapter will be describing a variety of creatures that may be encountered on Pern. Most of the creatures described in this section are from the books but I have added a few fan created critters. In Pern most large native animals are extinct with the exception of aquatic and flying species that can easily reach shelter from Threadfall. The few exceptions are fast running species that can flee to safety under overhangs or cliffs. Smaller animals burrow underground or hide within hollowed out trees.

Each of the following creatures is described in the following format.

CHARACTERISTICS

These are the characteristics that the creature possesses. If a creature is missing a characteristic for any reason, the effect of this is noted under the Special rules section for that creature. Two scores are given for each characteristic. Firstly, the dice range which you can roll to determine an individual's characteristics randomly, and in brackets the score of an average individual of that species. This average score is used throughout the rest of the stats, so you can quickly pick up and use the creatures. If you randomly roll characteristics, you will have to adjust the rest of the skills and other characteristic dependent scores accordingly.

A creature with a randomly determined INT is considered sentient, that is it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient. Fixed INT creatures operate solely on instinct rather than logic or intuition.

SIZE

The size levels given in the character creation rules are a bit clunky when trying to apply them to creatures. After all a green dragon is less than half the size of a queen so which level do you use? Worse how much does a dragon weigh anyway, after all no one has ever weighed one before? As a result I prefer determining SIZ by using a method that compared a creatures total mass to a similarly sized earth animal.

Size of a...	Mass in Pounds	Average Mass	SIZ Range	Average SIZ	Roll
Sparrow	Less than a pound	8 oz	0	0	nil
Pigeon	1-2	1 lb	0-1	0	nil
Chicken	1-7	4 lbs	0-2	1	1d2
Turkey	11-24	18 lbs	3-5	3	1d3+2
Beaver	24-71	48 lbs	5-8	6	1d4+4
Wolf	51-180	116 lbs	7-14	8	2d6+2

Sheep	99-350	224 lbs	9-22	16	2d6+10
Lion	280-500	390 lbs	19-25	22	3d6+13
Grizzly Bear	290-600	445 lbs	19-27	25	3d6+16
Horse	300-2,200	1,250 lbs	19-42	36	4d6+15
Rhino	1,000-5,100	3,050 lbs	33-52	46	4d6+22
Elephant	6,000-13,000	9,500 lbs	54-63	60	5d6+33
Steppe mammoth	13,000- 26,000	19,500 lbs	63-71	68	6d6+35
Indricotherium	26,000-39,000	32,500 lbs	71-75	73	6d6+39
Sei Whale	39,000-52,000	45,500 lbs	75-79	77	7d6+37
Humpback Whale	52,000-65,000	58,500 lbs	79-81	80	8d6+33
Whale Shark	65,000-78,000	71,500 lbs	81-83	82	9d6+29
Grey Whale	78,000-91,000	84,500 lbs	83-85	85	10d6+25
Sperm Whale	91,000-104,000	97,500 lbs	85-87	86	10d6+27

ATTRIBUTES

The grouping gives the hit points, damage modifier and Psi points of the creature. Again, these are based upon the characteristic scores of an average member of the species. Also listed is the creature's movement rate (MR), with a note if the creature can fly or swim. The profile also gives typical armor worn, including the Armour Points (AP), as well as the creature's Loot Factor.

SKILLS

Creatures have skills like player characters. This section breaks down the skills into categories and details the significant skills that an average member or this species will have. Combat skills have the damage listed, including damage modifier, and other details for the weapon used, in brackets next to the weapons name. Unless otherwise noted, a creature with multiple attack forms will only get to use one as its combat action.

PSIONICS

This section gives suggestions of the type of psionic powers that an average member of the species will know.

SPECIAL RULES

This section has details of other rules that apply to the creature. Its abilities are described where necessary.

Avians

Avians are normal birds imported from Earth. Only a few domesticated species were imported of which only chickens, ducks, geese, and pheasant survived. For some reason the Turkey and pigeon eggs brought from Earth never hatched and Hawks died out by the fourth pass. Avians are rarely found in the wild as they are quickly devoured by wherries.

Chickens

This is the same as the barnyard bird of the same name on Earth. Chickens were brought by the colonists to provide meat and eggs. Unlike the factory farmed chickens of 20th Century, Pernese chickens are not too fat to fly - though like all ground birds they tend not to fly far or high. Hens are gentle and affectionate to their keepers but roosters can get aggressive and have sharp spurs on their ankles. Pernese chickens are usually kept in indoor coops to protect them from wherries and tunnel snakes, both of which can decimate a coop. The typical chicken is about a foot and a half tall and weighs 7-8 pounds.

STR: 1d3 (2)
CON: 2d3 (4)
DEX: 3d6+2 (10)
SIZ: 1d2 (1)
INT: 3
POW: 2d6 (3)
CHA: 4

Hit Points: 3
Damage Mod: -1d6
Psi Points: 3
MR: 15, 20 flying
Armor: none

Resistances: Dodge 70%, Persistence 33%, Resilience 27%,
Practical Skills: Athletics 32%, Deception 33%, Perception 56%
Unarmed Combat: 32% Peck 1d4 (-1d6) or 62% Spurs for a rooster 1d6 (-1d6)

Ducks

These are the same as the domestic water fowl of Earth. While not as aggressive as chickens or geese, ducks will attack (by flogging with their wings) if they feel threatened. The average Pernese duck is about a foot tall and weighs approximately 7 lbs. Ducks are kept for their meat and eggs and do best in
swampy or lake shore areas.

STR: 1d4+1 (3)
CON: 2d6+2 (8)
DEX: 3d8+2 (14)
SIZ: 1d3 (2)
INT: 4
POW: 2d6 (3)
CHA: 4

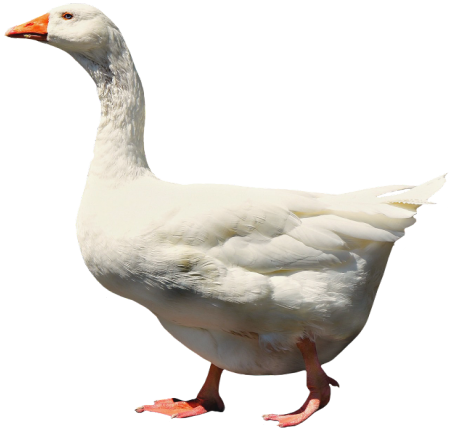
Hit Points: 6
Damage Mod: -1d6
Psi Points: 3

MR: 10, 20 flying, 10 swimming
Armor: none

Resistances: Dodge 44%, Persistence 33%, Resilience 31%,
Practical Skills: Athletics 37%, Deception 38%, Perception 57%
Unarmed Combat: 67% Peck or wing flog 1d4 (-1d6)

Geese

These domesticated birds resemble giant ducks up to 76 cm tall and weighing over 10 kg (3 ½ feet tall and over 20 lbs) with long necks and bad attitudes. Geese are raised for their warm downy feathers as well as for their meat and eggs. Geese also make fine watchdogs and will run at intruders with wide wings and loud honks. They flog with the wings like ducks and also give a vicious twisting bite that has been known to drive off wolves. This aggression has made them one of the few birds to adapt to the Pernese wilderness.



STR: 1d6+2 (5)
CON: 3d6 (10)
DEX: 2d6+6 (12)
SIZ: 1d3+2 (3)
INT: 4
POW: 2d6 (3)
CHA: 4

Hit Points: 8
Damage Mod: -1d6
Psi Points: 3
MR: 15, 30 flying, 15 swimming
Armor: none

Resistances: Dodge 72%, Persistence 33%, Resilience 63%,
Practical Skills: Athletics 69%, Deception 37%, Perception 57%
Unarmed Combat: 67% Peck or wing flog 1d8 (-1d6)

Quail

Despite its name this small avian is actually a descendant of the ring-necked pheasant. This handsome game bird was imported to Pern for sport hunting and is one of the few true birds found in the Pernese wilderness. A beautiful little fowl, the male has a long tail and colorful feathers of chestnut and bright green. Its secretive nature and camouflaged coloring allow this bird to hide in long grass in order
to avoid predators.

STR: 1d3 (2)
CON: 2d6+2 (8)
DEX: 3d6+4 (14)
SIZ: 1d2 (1)
INT: 3
POW: 2d6 (3)
CHA: 6

Hit Points: 5

Damage Mod: -1d6
Psi Points: 3
MR: 15, 30 flying
Armor: none

Resistances: Dodge 74%, Persistence 33%, Resilience 61%,
Practical Skills: Athletics 66%, Deception 67%, Perception 56%
Unarmed Combat: 36% Peck 1d4 (-1d6)

Canines

These animals are the descendants of the domestic dog. Pernese dogs are never just pets but are used to guard homes, herd livestock, turn spits, hunt wild animals, and to keep vermin out of homes. Pernese dogs come in several regional types including large mastiff type guard dogs, small terriers (used for vermin control and turning spits), and herding breeds such as corgi and collie types.

Large Dog

These are large herding and hunting dogs (like collies and pointers), mastiff type guard dogs, and feral dogs that have returned to a wolf-like existence.

STR: 3d6 (11)
CON: 3d6+3 (14)
DEX: 3d6+3 (13)
SIZ: 2d6+2 (8)
INT: 5
POW: 3d6 (11)
CHA: 5

Hit Points: 10
Damage Mod: 0
Psi Points: 3
MR: 20
Armor: none

Resistances: Dodge 73%, Persistence 41%,
Resilience 75%,
Practical Skills: Athletics 66%, Deception 67%, Perception 56%
Unarmed Combat: 74% Bite 1d8 or 44% claw 1d6

Small Dog

These are small herding dogs (like corgis), terriers and spit dogs, as well as lapdogs and beagle-like hunting dogs.

STR: 2d6+6 (13)
CON: 3d6 (11)
DEX: 2d6+6 (13)
SIZ: 1d3+2 (3)

INT: 5
POW: 1d6+6 (9)
CHA: 5

Hit Points: 7
Damage Mod: 0
Psi Points: 3
MR: 20
Armor: none

Resistances: Dodge 73%, Persistence 39%, Resilience 70%,
Practical Skills: Athletics 66%, Deception 67%, Perception 56%
Unarmed Combat: 46% Bite 1d6

Dolphins / Ship Fish

Dolphins, sometimes called Ship Fish or Sea Dragons, are bottlenose dolphins genetically uplifted by the ancient humans of Earth. These Neo-dolphins resemble their Terran ancestors in appearance but have larger brains, human level intelligence, and a blowhole designed to produce human speech.

Originally neo-dolphins were among the crew of the colony ships where, along with the Dolphineers, they were in charge of exploring Pern's seas. By the third Pass knowledge of the dolphins as an intelligent race died out but a taboo developed in which dolphins (now called Ship Fish) could not be fished and fishermen considered them to be good luck and always let them go if they caught them in their nets. The people of 9th Pass Pern have only recently become aware of the dolphin's intelligence.

Confined to the sea the neo-dolphins have developed an extensive oral history and a long list of traditions. Among these traditions is to always warn human ships of storms or *Threadfall*, to rescue any human who is drowning, and how to use the bells that humans once used to call the dolphins. All Pernese neo-dolphins live in pods of 2-20 members (equivalent to human families or villages) that belong to a large group of pods led by the Tillek. The Tillek is the dolphin equivalent of a Lord Holder and is usually the oldest female in the area.

Because of their limitations it is doubtful that many players will want to play dolphin characters but an underwater game, exploring Pern's seas soon after landing would be interesting. One possible idea is to develop a dolphin character for a one shot game. Let's say a player's usual character needs something lost at sea and a pod of dolphins agrees to find it. The characters then play a session or two in which they are dolphins searching the sea for the object. Afterwards the dolphins become NPC allies of the players.

STR: 3d6+6 (16)
CON: 3d6 (10)

DEX: 3d6 (10)
SIZ: 3d6+13 (22)
INT: 3d6 (10)
POW: 3d6+3 (13)
CHA: 3d6 (10)

Hit Points: 16
Damage Mod: +1d6
Psi Points: 13
MR: swim 20
Armor: none

Resistances: Dodge 70%, Persistence 73%, Resilience73%
Knowledge Skills: Culture (Dolphin) 70%, Culture (Humans) 30%, Language (Ancients) 60%, Language (Pernese) 30, Natural Lore 70% (undersea or shore only)
Practical Skills: Athletics 76%, Deception 40%, Healing 40%, Perception 73%, Trade 40%
Unarmed Combat: 76% Head Butt 2d6 (1d6 + 1d6)

Powers: Dolphin sonar is the equivalent to Dark Sight.

Dragons

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Pernese dragons are a magnificent race of alien beings that resemble fantasy dragons only in that they are fire breathing winged quadrupeds with long tails. The most important difference is that the dragons of Pern are not reptilian. They are warm blooded, oviparous, non-lactating animals most similar to the “mammal-like reptiles” of Earth’s Permian period. Their entire bodies are covered with an extremely soft suede-like hide similar to that which covers the nose of a horse and there are no scales. Along the neck and tail (but not on the back, between the wings) the spinal processes of the vertebrae protrude forming rounded (not sharp) ridges similar to the spikes found on the back of the traditional fantasy dragon.

The head of the Pernese dragon is horse-like with the muzzle forming a beak-like snout tipped with two flaring nostrils. The teeth at the front of the mouth are pointed while the cheek teeth are wide and flat for grinding. The tongue is forked like a snake’s and yellow green in color.

Two huge eyes, multifaceted like those of an insect, can be found above the snout. These eyes change color with the dragon’s mood (see the sidebar) and seem to whirl as light bounces off the facets. In addition a dragon’s eyes seem to glow because even the slightest amount of light is reflected by every facet (kind of like in a disco ball) giving the dragon superb night and distance vision. The eyes have no lashes but are protected by three sets of eyelids that can open or close independently. Thick bony eyebrow ridges protect the eyes from sunlight or injury from above.

Behind the eye ridges are a pair of head knobs. The head knobs are blunt skin-covered horns similar to the pedicles of a giraffe. Unlike giraffes the head knobs of dragons are not used for defense but are actually the dragon's ears. The knobs also act as antennae for amplifying the dragon's telepathy and other psychic abilities.

While dragons cannot speak aloud they are able to make a wide variety of sounds. They croon when happy, growl when angry, can utter a thunderous roar to warn others away, and make a variety of trumpeting and bugling noises when alarmed or upset.

The neck of the dragon is slightly longer (in proportion) than that of a horse and attaches at the withers to a quadrupedal body. At this point the body forms a natural saddle where the rider sits. Just behind the rider are the forelimbs and wings. The wings are exactly like those of a bat in shape except that the membrane is transparent like colored glass. The dragon has a feline body in which the hind legs are longer than the forelimbs. These large hind limbs allow the dragon to leap skyward with a single leap but cause it to move in a clumsy hopping gait when on the ground. The forelimbs end in five fingers and the hind feet in three grasping toes, all armed with retractable talons.

In dragons the sexual organs are concealed behind a flap of skin between the hind limbs while the cloaca (the opening through which urea and feces is expelled) is located at the tip of the tail. The tail ends in a forked "fin" which both protects the cloaca and creates an airfoil to support the weight of the tail in flight.

Dragon Eye Color Chart
The base color of a dragon's eyes is green; however the octagonal facets change color depending on the dragon's mood. Individual facets change as the eyes whirl and the whirling increases as the dragon becomes more emotional.
Red: Anger, Hunger, Fear, Pain
Reddish Orange: Mating, Alarm, Excitement
Orange: Uncertainty, Suspicion, Agitation, Panic.
Yellow: Anxiety, Mild Fear, Concern, Worry
Green: Tranquility, Placidity
Blue: Happiness, Pleasure, Interest, Mischief
Purple: Stress
Grey: Sadness, Pain, Illness

Personality

Dragons are fully sentient beings that have as complex a range of personalities and vary in their mental capabilities as much as mankind. They even have a similar sense of humor and may have opinions that are quite different from their rider's. On the other hand human concerns are not dragon concerns. For one thing dragons have no need of the shelter and tools of humanity, their size and abilities protect them from any predators, and reproduction is just an instinct with no psychological baggage attached. Interestingly dragons are born knowing their own names and during a hatching everyone waits for the new rider to announce the name of his partner. Dragon names always end in "th".

As the larger dragons are rarer and have a higher status than the lesser colors it is a common conceit that greens and blues are less intelligent than the other colors. This is not necessarily so but the smarter greens make sure not to anger the much larger queens with their wit and blues tend to be shier towards their peers.

The major difference between dragon and human sentience is that dragons have very limited long term memory storage. The long term memory of their fire-lizard ancestors was sacrificed in order to boost the dragon's intelligence and psychic abilities. As a result dragons tend to not remember the names of unfamiliar humans, usually simply describing them ("the man in blue" or "the Harper") rather than naming people they have only met a few times. In general the only people a dragon will name are other dragons, the riders in its own wing (other riders tend to be identified with their dragon such as "Dinoth's rider says to meet him"), and people it sees every day. This does not bother the dragons any, humans rarely do things that interest dragons and surely anything important will be remembered by his rider.

The ancient genetic engineers made the dragon's psychologically dependent on humanity as a safeguard against the possible dangers that could arise by a feral population of gigantic intelligent flying carnivores. Thanks to this programming dragons will never attack a human unless it is defending itself or its rider[6] and dragons are very patient and calm in temperament. They rarely fight one another and will become distressed if forced to be aggressive to another dragon. The only exception is when a queen is rising to mate, at this time the queen is intolerant of other golds and will attack – and even kill – them if

6 Hatchlings have been known to trample candidates who get between them and their chosen partner but his is due to the clumsiness of the newly hatched dragonets rather than to aggression. Indeed the most common cause of injury is a stumbling dragonet grabbing a boy with its claws to try to keep from falling over.

they can. For this reason queen riders remove their dragons from the Weyr whenever a gold begins to blood her kill. In addition any dragonet that fails to Impress shortly after hatching will die and if a dragon's rider dies the dragon will follow him into death by going *between* without visualizing a destination.

Reproduction

During a pass female dragons go into season several times a year with golds coming into estrus two or three times a year and greens as often as five times per year. In an interval this rate decreases to once every three years for queens and three times a year for greens. Usually the only clue that a dragoness is coming into season is that her hide will glow with health and she will be somewhat more irritable than normal. The pheromones emitted by the female at this time attract the males and both sexes begin to blood their kills in order to get the energy to withstand a mating flight without being weighed down with the meat. The female then leaps into the air and is chased by all the males present. Usually the male that impresses the female the most (be it with his prowess in flight or simply because her rider prefers him) will catch her. The pair actually mate in midair and as a result the higher the flight the longer the mating can last and the more eggs that can be fertilized. As a result the longer the flight the larger the clutch.

Due to the psychic abilities of dragons a mating flight will result in a broadcasting of sexual feelings. This can cause people to suddenly become aroused without warning sometimes with embarrassing results. In addition the bond between a dragon and its rider the human partners of a mating pair will become overwhelmed by the powerful emotions of the flight. In many cases the dragon's mind will take over the rider's and the rider will actually see and feel what his dragon does. As a result the riders of a pair of mating dragons will engage in sex themselves – sometimes without any awareness of what they are actually doing. As many green riders are male this has led to a much looser attitude towards sexuality and homosexual behavior in the Weyrs as well as a general rule to keep randy dragons away from Holds and Halls.

After the mating the sterile green will go her own way while the fertile queen will become pregnant for three months before laying her eggs in the hot volcanic sands of the hatching ground. A queen's clutch will contain anywhere from 10-16 (eggs in an interval and twice that during a Pass. The composition of the clutch will be mostly greens – which can make up as much as half of a clutch. Occasionally a clutch will contain a queen egg (twin queen eggs are almost unheard of) and a few bronzes, the rest will be made up of blues and browns. The eggs will hatch five weeks after being laid and riders will spend the first four weeks searching the Holds and Halls for possible candidates to impress the dragonets inside them.

Random Rolls for Clutching

It is possible to roll randomly for the number of eggs in a clutch and for the contents of each egg. To find out the number of eggs simply roll 1d6 and add 10, multiplying the result by 2 during a Pass. To find the contents of a clutch roll percentile dice on the following table…

1%	Golden Queen
2-5%	Bronze
6-15%	Brown
16-30%	Blue
31-100%	Green

Longevity

Unlike the dragons of fantasy, Pernese dragons live only as long as their rider. A dog-sized new born hatchling matures very quickly, reaching maturity in about two turns. Because of this fast growth a dragonets hide will sometimes crack or dry out so the rider has to apply oil regularly to their dragon's skin to prevent the sores from becoming infected when the dragonet goes between.

Once a dragonet reaches its full size it ages in sync with its partner. Aging dragons turn grey around the muzzle and sleep more than younger beasts; they may also suffer from arthritis or other signs of age. When their rider dies the dragon follows his departing soul and goes between. Often aging dragon mates will go between together rather than burden the Weyr with their infirmities.

Metabolism

Dragons are carnivorous warm-blooded animals with a slow metabolic rate. Like lions they laze about in the sun for hours on end, rousing mainly when hungry, their rider needs to go somewhere, or when thread is about to fall. When in this inactive state a dragon can go for a week without food. In the peak of a Fall however when thread can fall several times a week a dragon will eat every other day.

A green or blue can eat two pony sized animals per meal while the average bronze and brown needs three or more cows per meal. Hatchlings do not eat as much at one time but they do need to eat more often – sometimes as much as six times per day just after hatching.

Some sources say that dragons defecate while between. This idea originated from a statement made by Anne McCaffrey at a convention as a joke; however several sources (including the Dragonlover's Guide) have treated it as if it is canonical. As many have since pointed out this idea violates the laws of physics (as does dragons staying between after death so obviously the dragon goes somewhere to die, perhaps to some fabled dragon's graveyard) and the actual books point out that dragon dung is used as a repellent against large predators. It's most likely that dragons, like cats, will search for just the right spot before "doing their business" in the mountains near their Weyrs.

Fire Breathing

Dragons can breathe fire but it is not an innate or magical ability. First a dragon must eat at least a pound of firestone (the mineral called apatite on Earth) and store it in its second stomach. In the stomach the apatite mixes with stomach acids which cause the stone to release phosphine gas after about a minute of digestion. This gas, when belched out undergoes a pressure change that causes it to ignite when it strikes the oxygen in the air. The result is a stream of orange flame that causes damage from both burning and from the phosphates in the gas. Phosphine gas smells like rotting fish and is extremely poisonous if inhaled. As a result dragons do not inhale when breathing fire and a resistance can be gradually built up to it due to exposure. Still the gas is very deadly and this is why a dragon who bites its tongue when chewing firestone is dismissed from flying a fall, the chance of accidental poisoning is to strong to ignore. Luckily the dragon's long neck helps to keep the fumes well away from its rider. However accidents can happen and those struck by dragon breath are more likely to die of poisoning than from the burns. The amount of gas produced by a firestone chunk is limited so to keep a

dragons fire stoked a rider carries a firestone sack containing 3d6+2 hunks of firestone. The rider feeds a hunk to his dragon whenever it runs out of fire. After the fall the dragon vomits up a sulpherous smelling mixture of sand and sludge that is usually buried far from the Weyr.

Legend has it that gold dragons will become infertile if they chew firestone. This is not true, golds can chew firestone but they were genetically modified so that they cannot digest it. As a result the queen simply throws up the smelly gravel produced by her chewing. However the fact that greens chew firestone and are infertile lends the old story credence so no rider will endanger her queen just to test an old wives tale.

Psychic Abilities

Dragons have three conscious psychic abilities and one unconscious power. All dragons are linked mind and soul to a human rider and will live as long as the rider if not fatally injured in battle. All can speak telepathically to their rider, other dragons, or to other psychic creatures. All can teleport through time and space. And, finally, all dragons can use a subconscious telekinetic ability to assist them in flight and carrying objects.

All dragons *Impress* to a human rider. When a dragon first hatches it will link its mind to the most compatible human being present. It will not necessarily choose a willing candidate and hatchlings have been known to choose someone watching from the stands or even to leave the hatching ground to find some child on the other side of the Weyr. Very rarely a dragon will not find a compatible personality within the Weyr, when this happens the hatchling will fly *between* to its death – there are no wild dragons on Pern. All dragons can speak to their rider, to each other or to other psychic beings (sending and receiving) telepathically using both verbal symbolism and pictorial imagery.

A dragon's most famous power is its ability to teleport through both space and time. To teleport the dragon goes "*between*". *Between* is a fifth dimensional realm of absolute darkness, cold, and sensory deprivation, a rider cannot even feel the dragon beneath his rump when he rides his partner *between*. The dragon can exit at any time or place that it has clearly visualized in its mind. An unclear or incorrect visualization (a botched roll) may cause a dragon to get lost between, either emerging in a random place or time, dying *between* realities, or emerging from between into solid rock creating an instant fossil.

When a dragon teleports it brings some of the matter surrounding it along for the ride. This is why a dragon can carry a passenger along and why he must be airborne to go between – if he is not then he may accidentally bring some of the ground with him. Of course the mass of an entire planet is way more than the ten or so feet of matter a dragon can bring with him so the teleportation will automatically fail or cause the dragon to appear in the same space as another object (such as the ground or a tree) causing instant death. This "bubble" of air forms when a dragon enters *between* and explodes when a dragon exits causing a sonic boom and a rush of cold air[7]

Dragon Colors

Dragons differ from earth creatures in that they have five sex-linked colors that differ in size and role. Each color has its own characteristics so one can think of each color as a separate dragon type. In general the larger the type of dragon the less common it is. So greens make up 50% of the population while blues make up 30%, browns 15%, bronzes 5%, and golds only 1%. This fact allows the GM to easily roll up a random dragon rider by using these percentages. Like the ancestral fire-lizards dragons instinctively base their hierarchy on their color, with greens being on the base of the totem pole, followed by blues, then browns, followed by bronzes, and with golds crowing the top.

Size wise Dragons range from the size or a rhinoceros (greens) to the size of a small whale (queens) at full growth. Dragons during the 9th pass tend to be larger than those from other time period.

7 Note that these same rules for flying *between* also apply to fire lizards and watch whers. This is why a chained watch wher or a held fire lizard cannot teleport and also accounts for the distinct popping sound made when a fire lizard teleports.

Ruth the White Dragon

The white dragon Ruth was a throwback to the original bronze dragons in size. Only twenty feet (7 meters) long, he was also a freakish white color with hints of palest blue, green, and gold. He was sterile and had no interest in mating but had psychic abilities never before seen in dragons. It is possible for a player to develop a similar mutation if the GM allows but, as tradition dictates that an egg must hatch on its own, interference may be required. As Annie has stated that Ruth is unique and off limits to role-players I will not give him point statistics like in the other colors.

Green

Green dragons are females with yellow green to blue green skin. While the riders of the other colors get more status green dragons are vital to the Weyr because of their speed and agility. In fire lizards this color is fertile and can mate with any other masculine color but the resultant hatchlings are almost never bronzes or golds (1% chance per clutch if the father was a bronze) and there are few browns. Green dragons lack the ability to reproduce (the chewing of firestone causes greens to be infertile) though they still rise as if mating was still possible. Most Weyrfolk are grateful for this because they are so common that if they could breed the Weyr would quickly become overpopulated with little green dragons.

However, the idea of a green successfully clutching does provide an interesting plot idea so it should be possible if the green never chews firestone and with the Game Masters approval.

Green dragons will only impress with female or homosexual male riders. Green dragons are 60-75 feet (20-25 meters) long and have high dexterity but low stamina. This makes them ideal for protecting the larger but slower colors from falling thread but means that they can only fly half a Threadfall before needing to return to the weyr to rest.

Blue

Blue dragons are always male and only mate with greens. Their hides vary from greenish blue to midnight blue and they will impress only male or masculine lesbian riders. Blues are 75-90 feet (25-30 m) long and have high dexterity but low strength.

Blues have the special ability to sense dragon affinity (I.e. the Impression psionic power) in humans by using their Detect ability. This makes blues invaluable for searching holds for candidates for Impression. In addition many blue dragons make good weyrlingmasters. Like greens blues can only fly half a fall before tiring.

Brown

Brown dragons are always male and normally impress male riders, though a female rider with strong leadership abilities may be chosen. In color they have tan to chocolate brown hides and average 90-105 feet (30-35 meters) in length. Browns can mate with either greens or golds, though a brown x gold mating will produce few bronzes and no queens.

Most browns are wingleaders or weyrseconds as this color has good leadership abilities combined with the ability to fly an entire fall without tiring.

Bronze

The largest of the male dragons bronzes range from 105-114 feet (35-38 meters) long and will only impress with heterosexual male riders. In color, bronzes are the greenish gold of sunlight through leaves and range from nearly yellow to deep antique bronze. Bronzes usually mate with gold dragons and this is the only mating that will commonly result in a gold egg.

All bronze dragons have high stamina and strength but low dexterity. They are excellent leaders and will have high leadership abilities as they are expected to be the wing or flight leaders as well as the Weyrleaders of their Weyr. Bronzes can fly an entire fall without tiring .

Gold

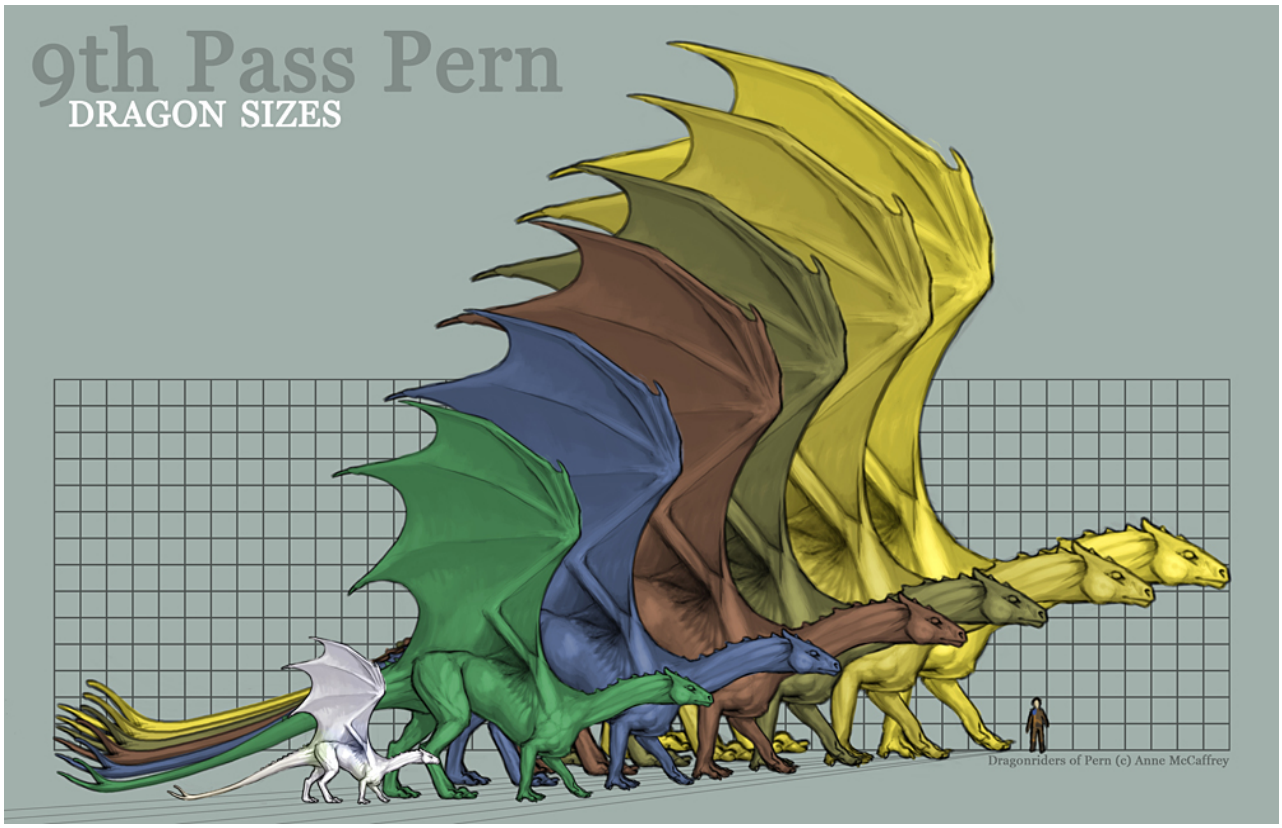
The golden queens are the only fertile females among the dragons. In color, golden dragons vary from a dark antique gold to pale yellow. Queens are the largest of all dragons averaging 114-126 feet (38-42 meters) long, though Ramoth was 135 feet (45m) long). Golden dragons usually mate with bronzes, though a junior queen may allow a favored brown to catch her. However it is only by mating with a bronze that a clutch may contain all the colors and the gold is the mother and future of the Weyr.

A queen will only impress a heterosexual female rider who has strong leadership potential. Golden dragons do not chew firestone (or have a breath weapon) so their riders use flamethrowers during *threadfall*.

Queens always have high intelligence, high stamina, and strong leadership tendencies.

Note that there is some argument over the sizes of Pernese dragons. An internet rumor states that Annie McCaffrey said that the measurements given in the Dragondex at the back of the books and in the Dragon Lovers Guide were incorrect and should be in feet instead of meters. However Todd McCaffrey recently stated that the original measurements were correct. Though some fans do not consider Todd's books canon I am sticking with the meters scale until a more recent official size quote is given by a cannon source.

Personally I think the confusion is due to assuming that the dragons are as massive as a comparatively sized airplane while forgetting that long animals - like crocodiles and dragons - are not very tall. As a result I prefer this size chart by KaiserFlames, used with permission. Note there are two queens in this diagram to show the extremes in size.



Pernese Dragon Characters

Pernese dragons are immensely powerful creatures. Luckily they have many features that help prevent them from being abused by players. They are immense so cannot fit in most buildings or even thick forests, they have poor memories so they depend on their riders to advise them on what to do, and they have little care for human society. It is up to the GM to decide if his players are mature enough to play dragons. If not it is perfectly OK to have them be NPCs to Dragonrider PCs.

A compromise concept is to have one player be a Weyrling rider and another play a young dragon partner. Yearling dragons have limited *thread* fighting duties while hatchlings are not yet strong enough to fly in battle or breath fire. To accommodate all styles of play this book will provide templates for each major stage of a dragon's life – Hatchling, Weyrling, and Adult.

Hatchling Dragons

This is a template for a newly hatched young dragonet of less than a year old. Hatchlings, being the size of a large dog or pony, have short legs, and lack the size and strength of an adult or yearling dragon. They also need to eat more often, sometimes as much as five times a day for a new born and as much as three times a day for a month old hatchling. Because they are still growing their bones and inner organs are not developed enough to allow them to carry a rider in flight or chew firestone. As a result of these limitations hatchlings do not fight *Thread*. Their hides also need to be routinely bathed and oiled to prevent dangerous cracks from forming in the growing skin.

The General Statistics given here are for dragons as a species with the averages per color given in the chart below. SB = strength bonus, which varies by color.

STR: 5d6 **CON:** 3d6 **DEX:** 4d6 **SIZ:** 4d6+6 **INT:** 3d6 **POW:** 3d6+3 **CHA:** 3d6

MR: 15 on land, 25 when flying **Armor:** tough hide (AP 12)

Resistances: Dodge 17% (37% for greens), Persistence 23%, Resilience 20%
Knowledge Skills: Culture (Pernese) 22%, Language (Pernese) 62%, Natural Lore 22%
Practical Skills: Athletics 25%, Influence 21%, Perception 25%
Unarmed Combat: 25% Bite (1d10 +SB), Claw 1d8 + SB, Tail 1d20 + SB
A dragon can make either a single tail attack OR two claw attacks and a bite in a single combat round.

Psychic Skills: ESP: 39%, Telekinesis: 31%
Psionic Powers Commonly Known: Levitation (self only, innate), Mindspeech (Magnitude 2), Read Emotion, Teleport (1 points of magnitude for each larger dragon type, so 1 for a green, 2 for a blue, 3 for a brown, etc).

Powers: Night Sight.

Hatchling Dragon (0-1 years old)

STR	23	20	18	15	11
CON	12	10	9	8	6
DEX	5	6	7	8	9
SIZ	30	23	18	13	11
INT	14	12	12	9	7
POW	15	15	13	10	10
CHA	14	12	11	9	9
Hit Points	21	17	14	11	9
Damage Mod	+2d6	+1d6	+1d6	+1d4	+0
Psi Points	15	15	13	10	10

Wyerling Dragons

This is a template for a half grown (1 to 2 year old) adolescent weyrling who is experiencing combat for the first time. Weyrlings are about as big as a horse and are strong enough to fly with a rider on their back. Their duty will consist mainly of carrying firestone during falls. When not in combat they will be training or acting as a watchdragon at a hold. Like wyerlings they will need frequent bathing and oiling to prevent damaged hide.

The General Statistics given here are for dragons as a species with the averages per color given in the chart below. SB = strength bonus, which varies by color.

STR: 10d6 **CON:** 5d6 **DEX:** 4d6 **SIZ:** 10d6+12 **INT:** 6d6 **POW:** 4d6+3 **CHA:** 6d6

MR: 30 on land, 45 when flying **Armor:** tough hide (AP 12)

Resistances: Dodge 24% (48% for greens), Persistence 56%, Resilience 64%
Knowledge Skills: Culture (Pernese) 51%, Language (Pernese) 91%, Natural Lore 51%
Practical Skills: Athletics 69%, Influence 51%, Perception 67%
Unarmed Combat: 69% Bite (1d10 +SB), Claw 1d8 + SB, Tail 1d20 + SB
A dragon can make either a single tail attack OR two claw attacks and a bite in a single combat round.

Psychic Skills: ESP: 98%, Telekinesis: 81%
Psionic Powers Commonly Known: Detect Psionic (blue dragons, people with Impression 3 or higher), Levitation (self only, innate), Mindspeech (Magnitude 2), Read Emotion, Teleport (2 points of magnitude for each larger dragon type, so 2 for a green, 4 for a blue, 6 for a brown, etc).

Powers: Night Sight & Breathe Flame

Breathe Flame: The dragon may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the dragon, which stretches for its POW in meters. At its furthest extent, the cone is equal to the creature's POW in width. Any creature caught in the flame suffers 3d6 fire damage, though on a successful Dodge roll a character may dive for cover to halve this damage and AP counts as normal.

The dragon may only breathe flame once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative –20% penalty for every attempt until it eats a chunk of firestone. Golds do not breathe fire.

Wyerling Dragon (1-2 years old)

STR	45	40	35	30	25
CON	23	20	18	15	12
DEX	9	12	14	16	18
SIZ	60	46	36	25	22
INT	27	24	21	18	14
POW	30	30	26	20	20
CHA	27	24	21	18	18
Hit Points	42	33	27	20	17
Damage Mod	+5d6	+4d6	+3d6	+2d6	+1d6
Psi Points	30	30	26	20	20

Adult Dragons

This is a template for a fully grown (2 year or older) fighting dragon. Dragons of this size vary from rhino to brontosaurus sized depending on color. They will be expected to fight thread during falls as well as perform any other duty the Wyer requests. Adult dragons normally groom themselves, bathing in the Wyer lake and needing only the occasional oiling from their rider. Larger colors are oiled using long handled brushes.

The General Statistics given here are for dragons as a species with the averages per color given in the chart below. SB = strength bonus, which varies by color.

STR: 20d6 **CON:** 10d6 **DEX:** 4d6 **SIZ:** 10d6+20 **INT:** 6d6 **POW:** 4d6+6 **CHA:** 6d6

MR: 30 on land, 45 when flying **Armor:** tough hide (AP 12)

Resistances: Dodge 44% (78% for greens), Persistence 100%, Resilience 100%
Knowledge Skills: Culture (Pernese) 100%, Language (Pernese) 100%, Natural Lore 100%
Practical Skills: Athletics 100%, Influence 100%, Perception 100%
Unarmed Combat: 100% Bite (1d10 +SB), Claw 1d8 + SB, Tail 1d20 + SB
A dragon can make either a single tail attack OR two claw attacks and a bite in a single combat round.

Psychic Skills: ESP: 100%, Telekinesis: 100%
Psionic Powers Commonly Known: Detect Psionic (blue dragons, people with Impression 3 or higher), Dominate (senior queen only, other dragons in her Wyer only), Levitation (self only, innate), Mindspeech (Magnitude 2), Read Emotion, Teleport (4 points of magnitude for each larger dragon type, so 4 for a green, 8 for a blue, 12 for a brown, etc), Time Travel.

Powers: Night Sight & Breathe Flame.

Breathe Flame: The dragon may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the dragon, which stretches for its POW in meters. At its furthest extent, the cone is equal to the creature's POW in width. Any creature caught in the flame suffers 4D6 fire damage, though on a successful Dodge roll a character may dive for cover to halve this damage and AP counts as normal.

The dragon may only breathe flame once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative –20% penalty for every attempt until it eats a chunk of firestone. Golds do not breathe fire.

Adult Dragon (2 ½ + years old)

STR	90	80	70	60	50
CON	46	40	35	30	24
DEX	9	12	14	16	18
SIZ	77	73	68	60	46
INT	27	24	21	18	14
POW	30	30	26	20	20
CHA	27	24	21	18	18
Hit Points	62	56	52	45	35
Damage Mod	+9d6	+8d6	+7d6	+6d6	+5d6
Psi Points	30	30	26	20	20

Equines

Equines are the horses, mules and donkeys brought with the colonists from Earth. They conform to all the normal characteristics of the parent species but have been modified to eat the native Pernese plants. Equines are the main form of transportation on Pern, being ridden or pulling carts throughout the world. There are many breeds of equines, most descended from European draft breeds and ponies.

Draftbeasts

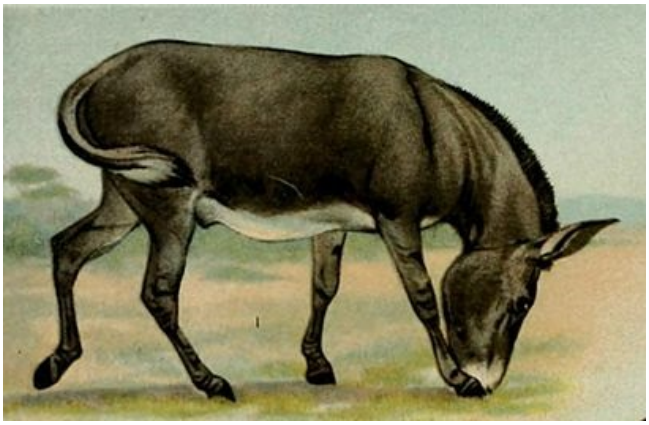
These are huge genetically engineered equines descended from the rhinoceroses and draft horses of Earth. Known for their mild temperament these gentile giants are used to pull wagons and plow fields. Occasionally this word is used for oxen causing some confusion in the books.

STR: 5d6+21 (36)
CON: 3d6+6 (17)
DEX: 2d6+3 (10)
SIZ: 4d6+22 (46)
INT: 3
POW: 3d6 (11)
CHA: 3

Hit Points: 32
Damage Mod: +4d6
Psi Points: 11
MR: 20
Armor: Thick Hide (5 AP)

Resistances: Dodge 46%, Persistence 41%, Resilience 78%,
Practical Skills: Athletics 58%, Perception 64%
Unarmed Combat: 66% Bite 1d6, or head butt 1d6 + 4d6

Draybeasts



Donkeys (called Draybeasts) are uncommon (only one has appeared in the series, and it was in the Crossroads Adventure "Dragon-Harper" by Jody Lynn Nye) perhaps because they prefer arid areas rarely mentioned in the novels. As both horses and donkeys exist on Pern then there is no doubt that mules exist as well. Mules would use Runnerbeast stats but add +20% to Resilience and Athletics.

STR: 3d6+10 (19)
CON: 3d6+10 (19)
DEX: 3d6+3 (12)
SIZ: 3d6+10 (21)
INT: 5
POW: 3d6 (11)

CHA: 5

Hit Points: 20
Damage Modifier: +1d6
Psi Points: 11
MR: 20
Armor: Hide (2 AP)

Resistances: Dodge 42%, Persistence 41%, Resilience 80%,
Practical Skills: Athletics 81%, Deception 37%, Perception 66%
Unarmed Combat: 51% Bite 1d6 or kick 1d6 + 1d6

Runnerbeasts

Runnerbeasts are the descendants of Terran riding horses. Bred from the Irish Connemara and various draft breeds, modern runners have denser bone, stronger hearts and lungs and longer ears than their ancestors[8]. Modern runners come in a variety of regional breeds from small ponies to hefty draft animals, to the long legged racing runners of Red Hold. There are even wild herds of mustang-like runners roaming wild throughout the Southern Continent. Runnerbeasts are just like Earth horses in behavior and, as dragons enjoy the taste of runnerbeasts, a dragon in the sky will panic even the calmest runner.

STR: 5d6+18 (25 for ponies, 28 for riding runners, 32 for draft runners)
CON: 3d6+6 (17)
DEX: 2d6+3 (10)
SIZ: 4d6+15 (25 for ponies, 36 for riding runners, 40 for draft runners.)
INT: 4
POW: 3d6 (11)
CHA: 5

Hit Points: 21 for ponies, 27 for riding runners, and 25 for draft runners.
Damage Mod: +3d6 (2d6 for ponies)
Psi Points: 11
MR: 30 (40 for racing runners)
Armor: Hide (2 AP)

Resistances: Dodge 40%, Persistence 41%, Resilience 78%,
Practical Skills: Athletics 58%, Deception 34%, Perception 66%
Unarmed Combat: 40% Bite 1d6 (no damage modifier) or kick 1d6 + 3d6 (1d6 + 2d6 for ponies)

8 The recent novel “Dragon’s Code” by Gigi McCaffrey changed runnerbeasts into six-legged ruminants. However in the original novels they were simply horses with a genetic ability to digest boron and store it in their bones. Interestingly this would make Pernese equines less prone to broken limbs than their Earth counterparts.

Feline

These are the descendants of Earth cats brought to Pern as pets and to destroy vermin. There are three species, two are genuine felines and the third is actually a mustilid.

Domestic Feline

These animals are descendants of the common domestic cat. As on earth these animals are used for controlling infestations small pests. Cats are usually harmless but have sharp claws and will happily claw someone that irritates them. Cats can easily go feral and such “wild cats” are almost always with tabby markings and larger than typical pet cats.

STR: 1d2 (3)
CON: 3d6 (10)
DEX: 3d6+6 (16)
SIZ: 1d3 (2)
INT: 5
POW: 3d6+2 (12)
CHA: 7

Hit Points: 7
Damage Modifier: -1d6
Psi Points: 12
MR: 15
Armor: Hide (2 AP)

Resistances: Dodge 76%, Persistence 72%, Resilience 42%,
Practical Skills: Athletics 69%, Deception 71%, Influence: 67%, Perception 67%
Unarmed Combat: 69% Bite 1d6 -1d6 or claw 1d6 -1d6

Powers: Night Sight.

Southern Feline

A genetically engineered great cat derived from a mixture of cheetah and lion DNA. Southern Felines were created by the colony scientist Tedd Tubberman with the intention of developing an intelligent hunting companion fierce enough to kill even the largest tunnel snake. Unfortunately, Tedd wasn't a qualified geneticist, and his great cats killed him before escaping into the wilds of the Southern Continent.

Southern felines are built like a long legged lion and are about the size of a jaguar with a tawny yellow coat spotted with black. Some of these cats also have stripes and cloudy swirls (as in the king cheetah) and the males have a short mane. Like a cheetah the Southern feline can sprint at triple its normal speed for a short distance. Unlike a cheetah but like a lion this cat has razor sharp retractable claws, a powerful bite, and hunts in large prides. It has a loud meowing call rather than a lion-like roar.

The metasynth used to alter the ancestors of these felines has made them extremely dangerous and untamable. They are emphatic enough to anticipate a person’s next move, but still wild enough to turn take any prey that seems weak. Their preferred prey are tunnelsnakes and any native vertebrate that can be confused for one, including a dragon’s twitching tail. In addition livestock and lone humans are commonly preyed upon and even a dragon will be attacked if it seems wounded or vulnerable.

STR: 3d6+15 (24)
CON: 3d6 (11)
DEX: 3d6+6 (17)
SIZ: 3d6+13 (22)
INT: 5
POW: 3d6 (11)
CHA: 5

Hit Points: 17
Damage Modifier: +1d6
Psi Points: 11
MR: 15 (45 for one round)
Armor: Hide (2 AP)

Resistances: Dodge 77%, Persistence 71%, Resilience 72%,
Practical Skills: Athletics 91%, Deception 72%, Perception 66%
Unarmed Combat: 61% Bite 1d8 + 1d6 or claw 1d6 + 1d6. A Southern Feline can make two claw and one bite attack in the same melee round.

Powers: Night Sight.

Tunnelcat

Not a cat at all but a descendant of the domesticated ferret, this small carnivore is bred to kill tunnel snakes and other burrowing vermin. Like all members of the weasel family are so ferocious they will go after animals much larger than themselves and may even go after unsupervised babies. If used to flush game the tunnelcat must be muzzled, otherwise it will simply kill its prey and feast upon it underground. They are intelligent enough to teach to fetch but are very mischievous and may steal shiny things that catch their fancy. Their fur is also be harvested to make coats and blankets.

STR: 1d2 (3)
CON: 2d6+2 (8)
DEX: 3d6+8 (16)
SIZ: 1d2 (1)
INT: 4
POW: 3d6 (10)
CHA: 3

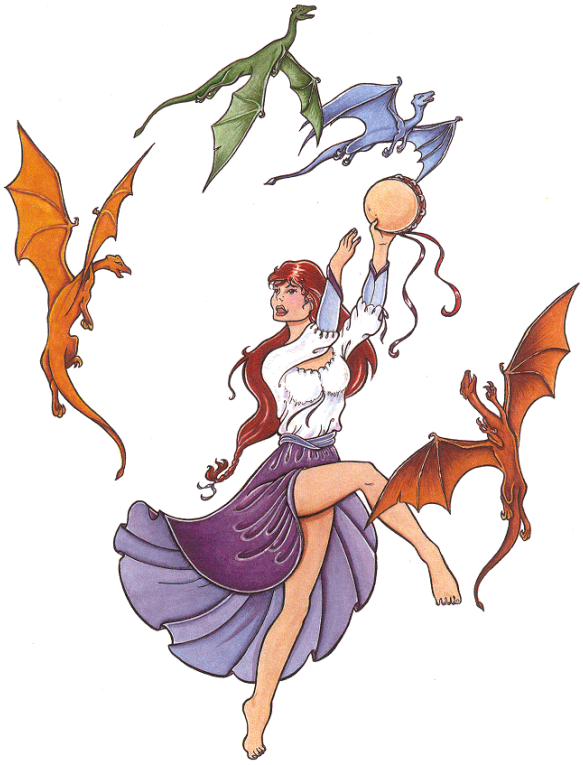
Hit Points: 5
Damage Modifier: -1d6
Psi Points: 10
MR: 15
Armor: Hide (2 AP)

Resistances: Dodge 76%, Persistence 40%, Resilience 38%,
Practical Skills: Athletics 69%, Deception 40%, Perception 34%
Unarmed Combat: 69% Bite 1d6 -1d6

Powers: Night Sight.

Firelizards & Dragonets (“Flits”)

Fire lizards are among the best known animals on Pern. About three feet long when fully grown these creatures are dragons in miniature, only size and their blunter features distinguishing them from their giant kin. Indeed they are the ancestors of Pern’s great defenders and many of the dragon’s characteristic traits are derived from their tiny relatives.



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Like dragons firelizards can teleport and metabolize firestone to breathe fire. All firelizards can flame including golds but the tiny pebbles ingested by firelizards produce a weak flame at best. The dragon social structure also originated with this species. The wild firelizards of the tropics are led by a golden queen who defends her territory from all other queens. Meanwhile the browns and bronze males defend the queen and her young, while the blue males and greens females spread throughout the territory acting as scouts and food gatherers. The entire fair is held together both by ties of blood and by emphatic and telepathic ties established at the moment of birth.

Unlike in dragons both gold and green firelizards are fertile, but the nests of the greens are more vulnerable to predators because they are forced to clutch on the outskirts of the queen’s territory. Predators (including the local queens) and the fact that the green not only has little maternal instinct but must guard the nest all by herself mean that few green eggs hatch. In contrast a queen’s clutch is protected by the entire fair. The fair will also catch prey for the emerging hatchlings, imprinting them to their fair as they do so. Greens, blues and browns usually remain with the fair, but both bronzes and golds leave their mother’s territory to find their own.

While they are Impressionable a firelizard is less discriminating than a dragon, attaching itself to whoever feeds it first. They are also not as possessive and several firelizards may Impress to one person. Basically such fire lizards regard their human as the center of their territory and all other firelizards owned by that human as their fair.

Only as smart as a three year old child a fire lizard cannot speak telepathically in comprehensible sentences. Instead they send emotions or images to their partner. Fire lizards are not as loyal as a dragon either. If its partner dies or if it is mistreated a fire lizard will return to the wild. They do not follow their partner into death like a dragon.

Until recently firelizards were thought to be either extinct or mythical (some thought the old historical records were as far fetched as the stories of the Greek Gods seem to us now) so any sightings were met with derision. In reality the species nearly died out in the North due to the Dragon Plague of the third Pass and only recently has the population recovered. Today firelizards are among the most beloved animals on Pern. Many people have firelizard pets that double as (more or less) reliable message carriers.

The now extinct Dragonet was ancestral to the firelizards. This species was bulkier, had three toed pincer-like claws and a longer snout than the modern fire lizard but the differences are due to selective breeding by the early genetic engineers and as far as statistics go they can be treated the same.

STR: 2d6 (6)
CON: 3d6+3 (13)
DEX: 3d6+5 (15)
SIZ: 1d3 (1 for greens & blues, 2 for bronze & browns, 3 for golds)

INT: 5
POW: 3d6+2 (12)
CHA: 10

Hit Points: 7 (greens & blues), 8 (brown, bronze, & gold)
Damage Modifier: -1d6
Psi Points: 12
MR: 15, fly 30
Armor: Hide (3 AP)

Resistances: Dodge 75%, Persistence 72%, Resilience 75%,
Practical Skills: Athletics 71%, Deception 40%, Influence: 70%, Perception 67%
Unarmed Combat: 71% Bite 1d6 -1d6 or claw 1d6 -1d6

Psychic Skills: ESP: 86%, Telekinesis: 68%
Psionic Powers Commonly Known: Dominate (senior queen only, other dragons in her fair only), Levitation (self only, innate), Mindspeech (Magnitude 2), Read Emotion, Teleport (1 point of magnitude).

Powers: Night Sight & Breathe Flame.

Breathe Flame: The firelizard may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the dragon, which stretches for its POW in centimeters. At its furthest extent, the cone is equal to the creature's POW in width.

Any creature caught in the flame suffers 1d6 fire damage, though on a successful Dodge roll a character may dive for cover to halve this damage and AP counts as normal.

The firelizard may only breathe flame once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative –20% penalty for every attempt until it eats a chunk of firestone. Gold firelizards can breathe fire.

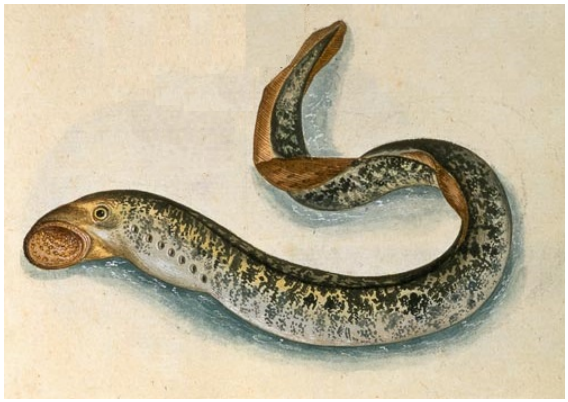
Fish

Cold-blooded sea creatures with fins and gills, fish are an important economic item throughout Pern. Common Pernese fish include Sea Snakes (eel-like native fish), Bordos (trout like fish with grey striped bodies), Fingerlings (minnow-like fish), Fingertails (carp-like fish with whip-like tails), Specklers (bass-like fish), Yellowfins (the Terran Tuna brought to Pern by the colonists), Yellowstripes (a fish with yellow stripes), and Yellowtails (a fish with a yellow tail). Most of these fish are not very large or dangerous but a fishing trip to get the "big one" is something never forgotten. The statistics below are for the most dangerous Pernese fish including the leech-like bloodfish and the man-eating cark.

Bloodfish

Bloodfish are foot long parasitic lamprey-like fish that feed on blood. They attach themselves to a host animal by inserting a long toothy proboscis through the host's flesh until it strikes a blood vessel. It then hangs on and feeds. Hosts are detected using their body heat and they will attack any warm blooded creature found in the water, both native and Terran. Those

bitten will not feel pain from the damage due to the fish's anesthetic saliva but will become steadily weaker as they lose blood. Severe infestations can easily kill a host.



STR: 1d6 (3)
CON: 3d6 (10)
DEX: 3d6+5 (15)
SIZ: 1d3 (2)
INT: 1
POW: 2d6 (6)
CHA: 1d3 (2)

Hit Points: 6
Damage Modifier: -1d6
Psi Points: 6
MR: 5, swim 40
Armor: Hide (3 AP)

Resistances: Dodge 45%, Persistence 36%, Resilience 36%,
Practical Skills: Athletics 38%, Perception 59%
Unarmed Combat: 68% Bite 1d6 -1d6 + Blood Drain

Powers: Blood Drain. When a bloodfish successfully attacks a target it attaches itself to the target. While attached, the bloodfish doesn't attack. Instead, at the start of each of the bloodfish's turns, the target loses 1 hit point due to blood loss. The bloodfish can detach itself at will and will normally do so after draining 10 hit points worth of blood or the target dies. A creature, including the target, can use it's action to detach the bloodfish.

Cark

Species created by Kadanzer Weyr but implied in cannon

These fish are the Pernese equivalent of sharks. These aggressive and dangerous fish are avoided if possible as their fierce jaws full of several rows of teeth can shred fishing nets (or fishermen) with ease. They will even attack small boats when wounded. As the multiple rows of teeth and huge gape of the cark can sever body parts any victim bit by a cark will bleed profusely. Unfortunately if a cark senses a large amount of blood in the water (8 or more hit points worth) than they may go into a feeding frenzy – all out attacking every turn until the victim or the cark is dead.

A close relative is the Bigmouth which resembles the Terran basking sharks. This plankton-eating giant fish is mostly harmless but can still give a major blow with its snout if annoyed. Use Cark statistics but no Blood Loss Attack.

STR: 3d6 +12 (21)
CON: 2d6 +9 (15)
DEX: 2d6+3 (9)
SIZ: 10d6 (30)
INT: 2
POW: 3d6 (9)
CHA: 3

Hit Points: 23

Damage Modifier: +2d6
Psi Points: 9
MR: swim 30
Armor: Hide (5 AP)

Resistances: Dodge 69%, Persistence 39%, Resilience 74%,
Practical Skills: Athletics 38%, Perception 61%
Unarmed Combat: 80% Bite 2d6 + 2d6 + Blood Loss

Powers: Blood Loss. When a cark successfully bites a character and does at least one point of damage then the character will lose one hit point of blood each turn until medical aid is applied.

Flatfish

While the name of this fish suggests a flounder, sole, or halibut like animal it actually refers to the Pernese equivalent of rays. There are many species, the majority of which are harmless and important to Pern's fishing industry. The statistics below are for a 6-10 foot wide species with a poisonous sting on the end of a whip-like tail.

STR: 2d6+3 (9)
CON: 3d6+5 (14)
DEX: 3d6+3 (12)
SIZ: 5d6+6 (21)
INT: 3
POW: 3d6+4 (13)
CHA: 1d3 (2)

Hit Points: 12
Damage Modifier: +1d4
Psi Points: 13
MR: swim 30
Armor: Hide (1 AP)

Resistances: Dodge 72%, Persistence 43%, Resilience 47%,
Practical Skills: Athletics 71%, Perception 36%
Unarmed Combat: 71% Sting 1d4 +1d4 + Venom

Powers: Flatfish Venom. Type: Injected (sting), Delay: 1 Combat Round, Potency: flatfish's CON x 3 (42), Full Effect: 1d4 hit point damage for each hour and a -6 penalty to the victim's CON due to nausea and vomiting, Duration: 6d6 hours.

Packtail

This is an ugly bottom dwelling fish that resembles a Terran Monkfish. It has a thick fleshy tail and is a valued food fish. Unfortunately it also has sharp spines along its back that are coated with a toxic slime. Luckily it is rarely a danger unless stepped upon or handled without care.

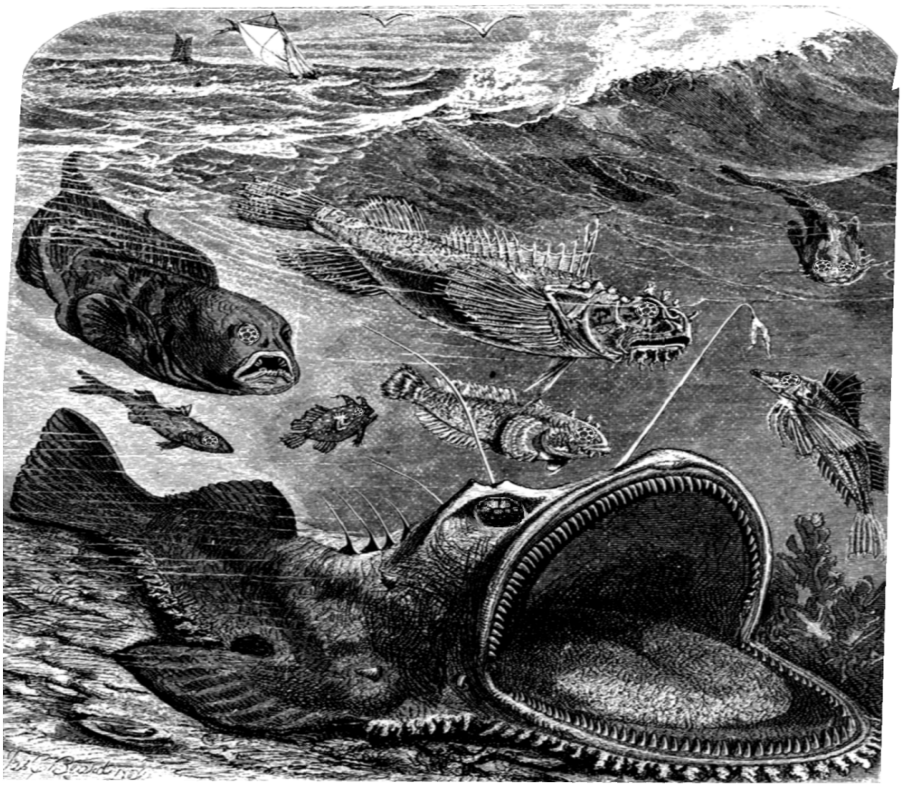
STR: 1d6 (3)
CON: 3d6+2 (11)
DEX: 2d6 (6)
SIZ: 1d4 (2)

INT: 2
POW: 3d6 (9)
CHA: 1d3 (2)

Hit Points: 7
Damage Modifier: -1d6
Psi Points: 9
MR: swim 20
Armor: Hide (2 AP)

Resistances: Dodge 36%, Persistence 39%, Resilience 70%,
Practical Skills: Athletics 29%, Perception 61%
Unarmed Combat: 59% Sting 1d6-1d6+ Venom

Powers: Flatfish Venom. Type: Injected (sting), Delay: 1 Combat Round, Potency: flatfish's CON x 3 (33), Full Effect: 1d4 hit point damage for each hour and a -6 penalty to the victim's STR due to pain and swelling, Duration: 4d4 hours.



Herdbeasts

This is a general term for any Terran artiodactyl mammal brought to Pern for meat, milk, wool, or hide production. They are not considered to be very bright animals but may be used as draft beasts if nothing better is available.

Bovine

A type of herdbeast descended from Terran cattle. Both milk and beef varieties have denser bones and bigger hearts and lungs than Earth cattle. They also deposit large quantities of boron in their bones making their bones inedible to humans so no beef-bone soup on Pern. Males are called bulls, castrated males are oxen, females cows, young are calves.

Bovines are raised mainly for food (beef and milk) but oxen are used to pull carts and wagons. While not as fast as runner beasts bovines are much stronger and have more endurance and are the main draft beasts for much of Pern. Female cattle and many bulls usually have their horns removed for safety.

STR: 4d6+18 (30 for cows, 34 for bulls and oxen)
CON: 3d6+9 (18)
DEX: 2d6 (6)
SIZ: 4d6+24 (30 for cows and 36 for bulls & oxen)
INT: 4
POW: 2d6 (6)
CHA: 4

Hit Points: 24 for cows and 26 for bulls & oxen.
Damage Mod: +2d6 (3d6 for bulls & oxen)
Psi Points: 6
MR: 15
Armor: Hide (2 AP)

Resistances: Dodge 56%, Persistence 36%, Resilience 74%,
Practical Skills: Athletics 56% for cows 60% for bulls or oxen, Deception 30%, Perception 60%
Unarmed Combat: 56% (cows) trample 1d8+2d6 or 60% (bull & oxen) trample 1d8+3d6. Horns do the same amount of damage as trampling for horned bovines.

Burdenbeast

Descendants of Terran llamas and alpacas, burdenbeasts are used as pack animals and for wool production. While to small to ride they can carry light loads up steep mountainsides. In addition meat, wool, tallow, leather, rope, and even fuel can be obtained from these hardy little camels. Burdenbeasts are primarily found in mountainous holds and will spit stomach acid at those who annoy them.

STR: 1d6+9 (12)
CON: 1d6+6 (9)
DEX: 3d6+6 (15)
SIZ: 2d6+8 (15)
INT: 4
POW: 3d6 (9)
CHA: 5

Hit Points: 12
Damage Mod: +1d4
Psi Points: 9
MR: 15
Armor: Hide (2 AP)

Resistances: Dodge 75%, Persistence 39%, Resilience 68%,
Practical Skills: Athletics 77%, Deception 39%, Perception 63%
Unarmed Combat: 47% hoof 1d4+1d4 or 69% spit

Spit: The burdenbeast may spit it's stomach acid at an opponent's eyes as a Combat Action. The acid will spry in a line in front of the beast that stretches 3 meters (10 feet). Any creature struck suffers 1d6 acid damage + is blinded for 1d4 melee rounds. On a successful Dodge roll a character may dive for cover to halve this damage (AP counts as normal) and avoid the blinding effect as the spit hits somewhere else on the body.

The burdenbeast may only spit once per hour. Further attempts to spit within this time period require the creature to make a Resilience test, with a cumulative –20% penalty for every attempt.

Caprine & Ovine

Caprines are a type of herdbeast descended from Terran goats while ovines are descended from sheep. Both are similar and used for meat, milk, and wool. Goats tend to have short fur, straight horns, and beards in the males. Ovines have woolly hair (which is why they are often called "woollies") and coiled horns. Very agile, both species can climb nearly vertical cliffs (and in the case of caprines even trees) and use their horns to head butt enemies. Caprine males are called bucks and females are called does while the young are kids. In ovines the females are ewes, the males rams, and the young are called lambs.

STR: 2d6+6 (12)
CON: 3d6 (10)
DEX: 3d6+6 (16)
SIZ: 2d6+10 (16)
INT: 4
POW: 2d6 (6)
CHA: 4

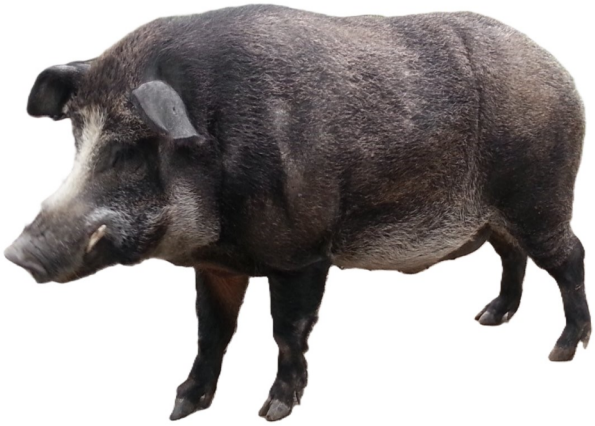
Hit Points: 13.
Damage Mod: +1d4
Psi Points: 6
MR: 15
Armor: Hide (2 AP)

Resistances: Dodge 46%, Persistence 36%, Resilience 66%,
Practical Skills: Athletics 78%, Deception 20%, Perception 30%
Unarmed Combat: 48% horns 1d6+1d4.

Porcine

A type of omnivorous herdbeast descended from Terran swine. Unlike most domestic pigs, Pernese hogs resemble wild boars with tough bristly hides and sharp tusks. Males are called boars and females are called sows. Pigs can be very aggressive, especially sows with young, and have been known to kill people.

STR: 2d6+9 (15)
CON: 2d6+9 (15)
DEX: 3d6 (10)
SIZ: 3d6 +7 (18)
INT: 4
POW: 2d6 (6)



CHA: 3

Hit Points: 17.
Damage Mod: +1d6
Psi Points: 6
MR: 15
Armor: Bristly Hide (3 AP)

Resistances: Dodge 20%, Persistence 66%, Resilience 71%,
Practical Skills: Athletics 45%, Deception 14%, Perception 60%
Unarmed Combat: 75% horns 1d4+1d6.

Invertebrates

Insects, bugs, spiders, crabs, lice, and cephalopods, all animals without a back bone belong in this group. Insects are very tiny (usually less than SIZ 1) and usually harmless to adventurers unless they are in swarms or are poisonous. For a swarm most statistics are unnecessary and only the following rules are needed…

Hit Points: 7d6 (1 hit point each) per character within the swarm
Damage Mod: -1d6
Psi Points: 0
MR: 10
Armor: Hide (2 AP)
Resistances: Dodge 43%, Persistence 10%, Resilience 37%,
Practical Skills: Athletics 63%, Deception 14%, Perception 58%
Unarmed Combat: 63% bite 1d6-1d6 plus Venom (Type: Injected, Delay: 1d3 Combat Rounds, Potency: as hit points, Full Effect: 1Hit Point and a -20% penalty to all the victim's Skill rolls due to constant pain and itching, Duration: 1d8 hours).

Below are a variety of well known Pernese creepy crawlers.

Gossamer Spinners: These are spiders descended from ones brought by the colonists. The silk of this species can be gathered and spun into fabric. Bites are venomous.

Grubs: Grubs are a bio-engineered life form created by the early colonists to protect the soil and plants of Pern from Thread. They are ugly grey creatures that resemble large maggots. Grubs both eat Thread and turn the soil as they feed, providing an excellent organic stimulation for growth so that grubbed soils result in healthier crop yields.

Flameflies: A small winged firefly-like animal whose abdomen glows with a luminescent light. These nocturnal insects are found only in tropical and semi-tropical climates.

Fliptails: These are small, horseshoe crab-like animals with a tail that can be bent so that the animal springs straight in order to escape predators. Found in both fresh and salt water, they can be eaten by humans once cooked and shelled. They are often found in huge numbers and may be caught using fine nets.

Rockmites: a native crustacean similar to Terran crabs. They are often fished for food and taste much like lobster. There are both fresh and saltwater species.

Rollers: The Pernese equivalent of pill bugs and wood louse, these tiny pests will eat paper and wood.

Sandworms: The sandworms of Igen are grub-like creatures known for the fact that they eat thread. It is believed that grubs were bred from this species.

Shellfish: Aquatic animals with shells, such as clams, muscles, that were imported from Earth. They provide meat (clam chowder, baked clams, etc) as well as pearls and pretty shells used to make jewelry.

Spiderclaw: Spiderclaws are lobster-like scavengers that live on the sea floor. An important food animal they have many pairs of jointed legs similar to those of a horseshoe crab.

Springs: Insects that hang in spiral loops until they find someone or something to cling to. They have a venomous bite.

Trundlebugs: This useful insect it eats parasites, turns the soil and acts as a pollinator much like a combination of bee, ladybug, and earthworms (all of which died out on Pern). Trundlebugs get their name for the fact that the young insects cling to their mothers (and each others) abdomens in a conga line, trundling about like a tiny train. Due to their wide variety of colorful markings trundlebugs are often kept as pets by children but they will emit an odor like rotting fish when startled.

VTOLS: A native biting insect with double pairs of wings named after 'Vertical Take-Off and Landing' aircraft because it could leap into flight from a vertical position. Treat as bees.

Wrigglers: Native worms much like earthworms, leaches, nematodes, and various limbless sea invertebrates. Some may suck blood or carry diseases.

Snakes

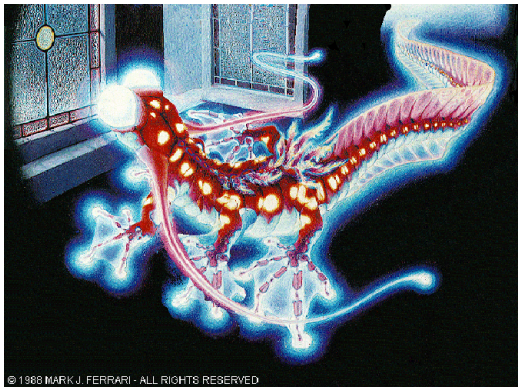
These are not the limbless serpents of Earth but rather egg-laying, warm-blooded, six-limbed, elongated, Pernese “vertebrates”. Some are scaled, others have smooth hide, and others are furred. Species differ wildly in diet and lifestyle and many types venomous or even poisonous, although some are edible.

Crawlers

Also called Crawlies, these small, six-legged, gecko-like creatures crawl along walls and ceilings with their sticky little feet. They have a rounded head filled with sharp teeth and can change their color to match the local stone. They mainly eat insects, capturing them with sticky tongues. Humans and dragons loathe them, mainly because of their venomous bite, but firelizards will eat them.

STR: 1d6 (3)
CON: 3d6 (10)
DEX: 3d6 (10)
SIZ: 1
INT: 2
POW: 1d4 (2)
CHA: 3

Hit Points: 6.



Damage Mod: -1d6
Psi Points: 2
MR: 10
Armor: Hide (2 AP)

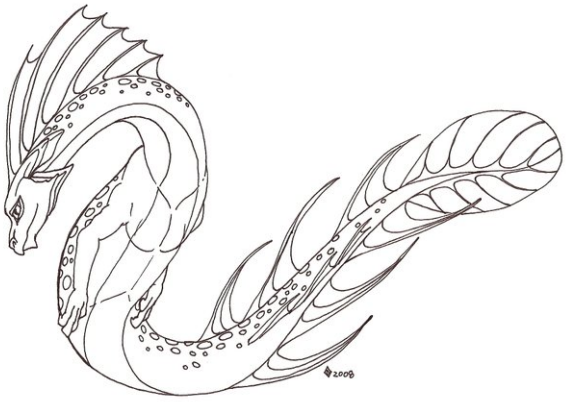
Resistances: Dodge 40%, Persistence 32%, Resilience 32%,
Practical Skills: Athletics 63%, Deception 62%, Perception 54%
Unarmed Combat: 33% bite 1d6-1d6 plus venom
Crawler Venom: Type: Injected (bite)
Delay: 1D3 Combat Rounds
Potency: 30
Full Effect: 1d3 Hit Points per minute
and a -3 penalty to victim's DEX
Duration: 6d10 minutes

Grabbers

(species named by Kadanzer Weyr but mentioned in cannon)

These are long, slippery, snakelike animals with believed to be the most primitive of all Pernese vertebrates. There are many species of these oceanic carnivores and all have powerful, vertically flattened tails and two pairs of fins, one at the midpoint of the body, the other towards the rear. They also have a pair of long front limbs ending in grabbing claws. When hunting a grabber uses these claws to seize its prey. Species of the coastal regions are generally small but can be dangerous to humans as they lurk amongst the rocks, waiting for prey to pass by.

STR: 3d6 (10)
CON: 3d6+4 (14)
DEX: 3d6+2 (12)
SIZ: 1d4+4 (6)
INT: 2
POW: 1d4 (2)
CHA: 3



Hit Points: 10.
Damage Mod: +0
Psi Points: 2
MR: 5, swim 15
Armor: Hide (2 AP)

Resistances: Dodge 72%, Persistence 31%, Resilience 36%,
Practical Skills: Athletics 72%, Deception 44%, Perception 54%
Unarmed Combat: 72% claws 1d6 or/and 42% bite 1d6, Grasp

Grasp: The grabber will attempt to grab prey with it's front claws. It can attack the same target twice in an attempt to grab a victim. If both claws grasp the target then the grabber gets to make an immediate bite attack. The target is also grappled and being held. Only a resisted Strength roll (by the person grabbed or a friend) or the death of the grabber can free the grappled victim. If held underwater the victim may start to drown.

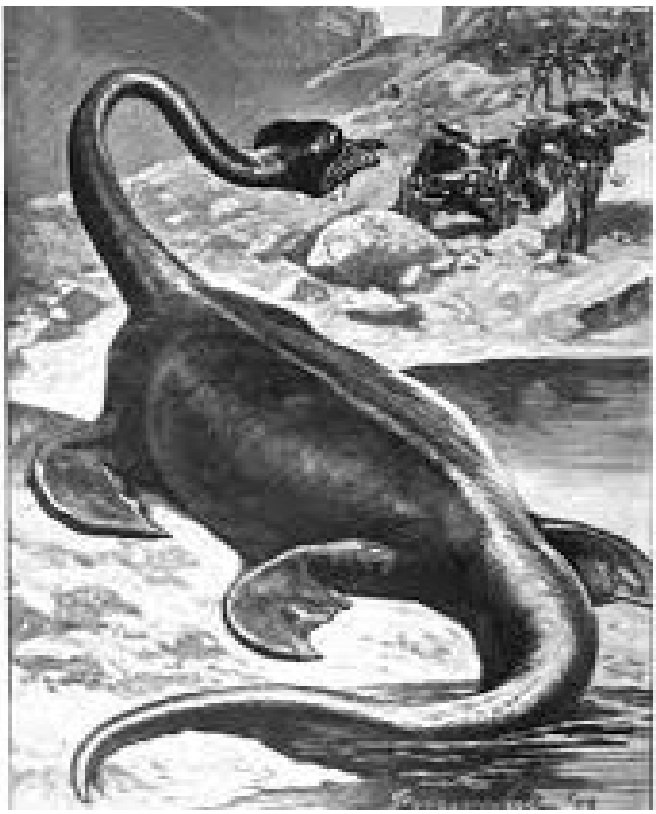
Longnecks

(species created by Kadanzer Weyr)

This is a native aquatic species with a small, often beaked, head balanced at the end of a long, sinuous neck. The neck is connected to a thick, streamlined body; with two pairs of flippers ending in a heavy, vertically flattened tail used for

propulsion. A prominent dorsal ridge adorns the back of some species. The ancestral claws have been exchanged for a mouthful of needle-like teeth.

Found in all of Pern's major seas and oceans as well as larger rivers and lakes, longnecks are egg-layers, the females seeking out traditional beaches or shorelines to lay their eggs. These are air-breathing carnivores normally feed on fish and crustaceans.



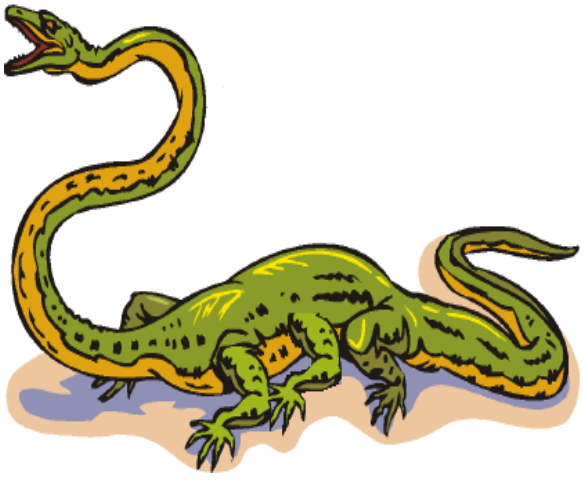
STR: 3d6+7 (18)
CON: 3d6+5 (16)
DEX: 3d6+4 (15)
SIZ: 3d6+16 (25)
INT: 2
POW: 2d6 (12)
CHA: 2

Hit Points: 21
Damage Mod: +1d6
Psi Points: 2
MR: 15, swim 30
Armor: Hide (2 AP)

Resistances: Dodge 45%, Persistence 40%, Resilience 68%,
Practical Skills: Athletics 83%, Deception 37%, Perception 64%
Unarmed Combat: 83% bite 1d6+1d6

Tunnel Snake

Tunnel snakes are elongated creatures with a turtle-like faces and six limbs. Most species are poisonous and live in caves and stony outcroppings. Tunnel snakes have a nasty attitude and bite at the slightest provicaton. Their bite causes muscle spasms, vomiting, and respiratory failure. Most average 4-8 feet in length. Some have scales, some have smooth hide, and many species are venomous. Tunnel snakes are sometimes eaten but they are usually killed on principle since they will destroy any foodstuff they can find. Tunnel snakes will also burrow under the sand (often in swarms) and break into dragon and firelizard eggs, killing the dragonet inside.



STR: 2d4 (4)
CON: 2d6 (3)
DEX: 3d6 (10)
SIZ: 2d4 (4)
INT: 2
POW: 1d6 (3)
CHA: 2

Hit Points: 4
Damage Mod: -1d6
Psi Points: 4
MR: 15, Swim 10
Armor: Hide (2 AP)

Resistances: Dodge 40%, Persistence 44%, Resilience 57%,

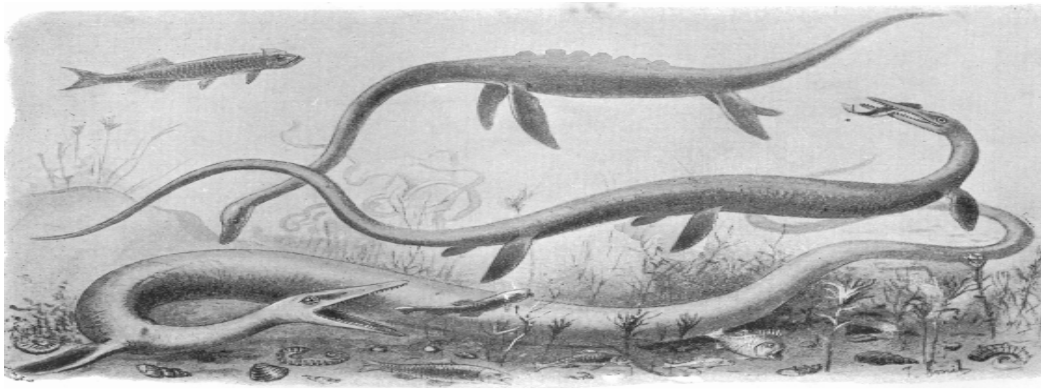
Practical Skills: Athletics 63%, Deception 62%, Perception 54%
Unarmed Combat: 64% bite 1d6-1d6 plus venom, 34% claw 1d6-1d6
Tunnel Snake Venom: Type: Injected (bite)
Delay: 1 Combat Round
Potency: Snake's CON x3
Full Effect: 1d4 Hit Point damage for each minute and a -6 penalty to victim's CON
Duration: 6D10 minutes

Water Snake (Sea Serpent)

These are an aquatic variety of tunnel snake with flippers instead of legs. Most types are no bigger than their land-bound cousins, but some species in the Western and Southern continents are huge, growing to the size of a dragon. The small type can be treated as normal tunnel snakes but omit claw damage.

The following stats are for the elephantine sea species that can be a major danger to ships. These sea inhabit areas near shore where underwater caves are plentiful. Sea serpents can rear up to great heights and pluck people off of ships or enfold small boats in its coils like a Terran python would a deer.

STR: 3d6+12 (22)
CON: 2d6+6 (13)
DEX: 2d6 +6 (13)
SIZ: 5d6+33 (60)
INT: 2
POW: 3d6 (10)
CHA: 2



Hit Points: 37
Damage Mod: +4d6
Psi Points: 10
MR: 15, Swim 30
Armor: Hide (2 AP)

Resistances: Dodge 55%,
Persistence 20%,
Resilience 57%,
Practical Skills: Athletics 85%, Deception 35%, Perception 62%
Unarmed Combat: 85% bite 1d6+4d6 or 55% constrict 4d6+4d6
Constrict: When enfolding a ship the snake inflicts crushing damage to the boat. Any person caught in its coils must roll a successful Contest of ST to escape or take damage from the constricting coils.

Wherries

Wherries are winged animals native to Pern that look much like bipedal gryphons. The body is covered in down that forms marabou-like tufts on the bat-like wings. The powerful hind limbs are adapted for springing or running, while the forelimbs have three taloned paws used for grasping. Wherries have beaks, often filled with grasping teeth and faceted eyes.

Wherries come in all shapes and sizes and fill most of the ecological niches filled by birds on Earth. One species has lost the ability to fly and are instead powerful runners; this species have been domesticated and is farmed for their meat, eggs and hides ("wherhide" is actually the tanned skin of these wherries). Others fill the niches of hawks and vultures, large winged predators that lack the lithe grace of dragons but are efficient predators.

Blurwings

(species created by Kadanzer Weyr)

These are the smallest of wherries, barely the length of a man's finger. Blurwings have brilliantly colored plumage and long pointed beaks that they use to probe flowers in search of nectar, hovering in front of the bloom on tiny wings. Males feed only on nectar, but females have slightly more varied if lesser known diet – in order to produce eggs they must find a more protein-rich food source during the breeding season and so use their long beaks to take blood. Most victims are beach-breeding longnecks but any other large green blooded animal (including dragons) may be targeted. When feeding on blood a female Blurwing may spread diseases and one defending her nest can blind an eye.

STR: 1d4 (2)
CON: 2d6 (6)
DEX: 3d6+18 (28)
SIZ: 1
INT: 3
POW: 1d6 (3)
CHA: 10

Hit Points: 4
Damage Modifier: -1d6
Psi Points: 3
MR: 5, fly 30
Armor: Feathers (1AP)

Resistances: Dodge 88%, Persistence 33%, Resilience 29%,
Practical Skills: Athletics 80%, Deception 51%, Influence: 70%, Perception 56%
Unarmed Combat: 80% Bite 1d6-1d6 + blood drain & cause disease.

Powers: Drain Blood, Spread Disease

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Blood Drain: When a blurwing successfully attacks a target it attaches itself to the target. While attached, the blurwing doesn't attack. Instead, at the start of the blurwing's next turn, the target loses 1 additional hit point due to blood loss. The blurrwing will then detach itself and fly away. A creature, including the target, can use it's action to detach the blurwing.

Cause Disease: Those who have been bitten by a blurrwing have a mild chance (5% for a bite rising to 25% if blood is taken) of contracting *the shakes* or *influenza* (see the section on diseases).

Darters

(species named by Kadanzer Weyr but mentioned in cannon)

Small to medium sized wild avians, darters are the “wild avians” of Pern. They come in a variety of colors and species and usually feed on seeds, insects and crawlers. Darters of one form or another are familiar to just about everyone on Pern as they are extremely common, often brightly colored animals that live close to human settlements. Some species are valued for their intricate songs and are kept as cage pets.

STR: 1d4 (3)
CON: 1d6+2 (5)
DEX: 3d6+10 (20)
SIZ: 1d4 (2)
INT: 3
POW: 3d6+6 (16)
CHA: 2d6+12 (18)

Hit Points: 4
Damage Modifier: -1d6
Psi Points: 16
MR: 5, fly 20
Armor: Feathers (1 AP)

Resistances: Dodge 80%, Persistence 46%, Resilience 41%,
Practical Skills: Athletics 73%, Deception 43%, Influence: 48%, Perception 69%
Unarmed Combat: 73% Bite 1d6 -1d6

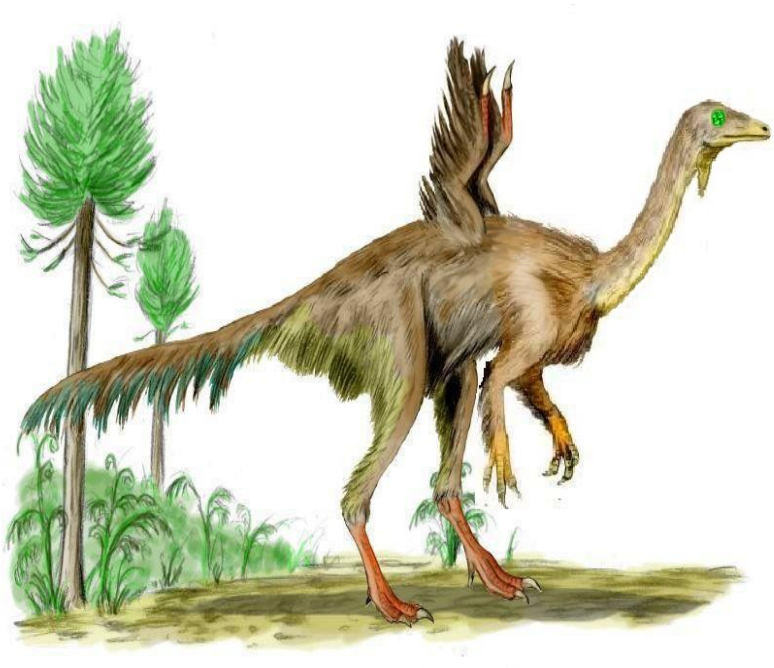
Domestic Wherries

These large, stupid, flightless wherries (sometimes called lopers in fandom) have often been compared to a turkey the size of an ostrich. Domestic wherries are omnivores can eat almost any kind of plant matter as well as insects and fish. An important meat animal with an impressive breeding rate, domestic wherries are farmed for their meat, eggs, down, and tough leather (“wherhide”). The males have small, almost vestigial wings and long tail feathers that are used in mating displays. The female (or hen) is also duller in color than the male (buck).

STR: 4d6+12 (24)
CON: 3d6 (10)
DEX: 3d6+3 (13)
SIZ: 3d6+16 (25)
INT: 2
POW: 1d6 (3)
CHA: 1d6+2 (5)

Hit Points: 18
Damage Modifier: +2d6
Psi Points: 3
MR: 15
Armor: Feathers (1 AP)

Resistances: Dodge 57%,
Persistence 13%, Resilience 63%,



Practical Skills: Athletics 73%, Deception 15%, Influence: 15%, Perception 55%
Unarmed Combat: 57% Bite or kick 1d6 +2d6

Slashers

(species created by Kadanzer Weyr)

Flightless carnivorous wherries native to the Southern Continent's jungles slashers are Pernese equivalents to such ancient Terran beasts as *Velociraptor* and *Deinonychus*. The usual hunting method of these fuzzy man-sized beasts involves the prey being seized by the fore claws before being disemboweled by the powerful hind limbs. Sometimes they will ambush their prey by leaping out of trees. In a pack slashers are very dangerous and able to take down an animal the size of a bovine. They would attack a human if given the opportunity but fortunately they are wary of dragons.

STR: 4d6+3 (15)
CON: 3d6+9 (19)
DEX: 4d6+3 (15)
SIZ: 2d6+6 (12)
INT: 3
POW: 2d6+6 (12)
CHA: 2d6+1 (7)

Hit Points: 16
Damage Modifier: +1d4
Psi Points: 12
MR: 20
Armor: Feathers (1 AP)

Resistances: Dodge 75%, Persistence 42%, Resilience 81%,
Practical Skills: Athletics 80%, Deception 68%, Influence: 37%, Perception 65%
Unarmed Combat: 80% Bite 1d6 +1d4 or claw 2d6+1d4
Psychic Skills: Telekinesis 77% Leap

Wild Wherries

These are Pern's equivalent to birds of Prey. They range from the falcon-like lizardhawk (so named for its tendency to hunt firelizards) to the vulture-like greater wherry which reminded the early settlers of a flying barge. The larger species (statistics below) can be quite dangerous, killing animals up to the size of a calf and not above attacking a lone man if he seems vulnerable. While wild wherries live in large flocks they will turn cannibal if one of their number is wounded or killed.

Wild wherries can be useful, however, the fat of the larger species can be rendered into a good oil for firelizards and the meat is edible if fishy or oily tasting. In addition Lizardhawks (use Darter stats) may be tamed like falcons.

STR: 3d6+6 (16)

CON: 3d6+12 (22)
DEX: 2d6+6 (12)
SIZ: 1d6+2 (5)
INT: 3
POW: 3d6 (10)
CHA: 1d6+1 (4)

Hit Points: 14
Damage Modifier: +0
Psi Points: 10
MR: 10, fly 15
Armor: Feathers (1 AP)

Resistances: Dodge 42%, Persistence 40%, Resilience 82%,
Practical Skills: Athletics 48%, Deception 15%, Influence: 14%, Perception 63%
Unarmed Combat: 78% Bite 1d6

Whers

Wher (rhymes with “where”) is a general term for Pernese animals that are stockier than snakes but lack the feathers of wherries. They typically look like lizards with small wings or ugly, muscular dragons.

Seawhers

(species created by Kadanzer Weyr based on hints in the books)

Close relations of tunnel snakes, these air-breathing predators are Pern’s equivalent of cetaceans and rather resemble the mosasaurs and ichyosaurs of prehistoric Earth. Seawhers are streamlined creatures powerful vertically flattened tails used for propulsion. There are four large flippers with the first pair of limbs being reduced to small flaps used only when mating. A dorsal fin or series of ridges mark the back. Female seawhers give birth to live young and the whole pod is involved in raising the wherlings.

Although some species of seawhers are porpoise sized, these tend to be shy and are rarely seen by humans. The larger species are better known and are Pern's equivalent to the Terran orca. Greater seawhers travel the ocean in large pods, hunting bigmouths and other large fish. They have also been known to attack boats damaged in storms and will eat both humans and dolphins; even a dragon in the water would be seen as fair game to a hungry pod of these sea monsters.

STR: 4d6+22 (34)
CON: 3d6+16 (26)
DEX: 3d6 (10)
SIZ: 5d6+33 (60)
INT: 3
POW: 3d6 +4 (14)
CHA: 3

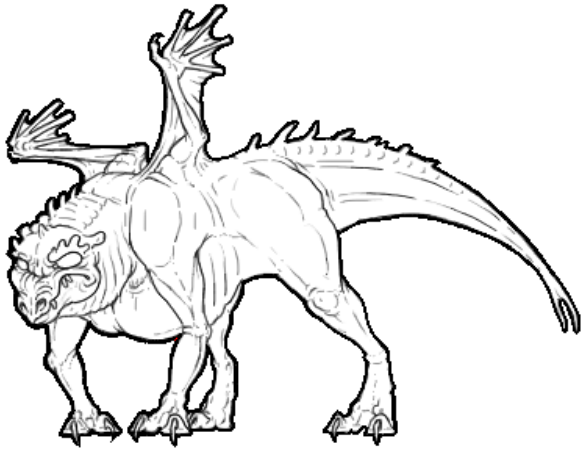
Hit Points: 43
Damage Mod: +4d6
Psi Points: 10
MR: 15, Swim 30
Armor: Hide (2 AP)

Resistances: Dodge 70%, Persistence 44%, Resilience 90%,
Practical Skills: Athletics 94%, Deception 33%, Perception 67%
Unarmed Combat: 94% bite 3d6+4d6

Watchwhers

Wind Blossom Ping attempted to improve on Kitti Ping's dragon design in an attempt to produce a more mammalian eye. The result was a clutch of ugly, over muscled, malformed creatures with limited intelligence and an aversion to light. They are used by Holds as guard animals as aids in mining due to their superior night vision and sense of loyalty. Watchwhers have been known to dig out miners trapped by cave-ins and warn others of poison gas.

Watchwhers are low-slung creatures with malformed eyes that cause them to be photophobic but give them phenomenal infrared vision, able to detect buried miners or hiding tunnel snakes in pitch darkness. They show the same range of colors as the firelizards and dragons, although, as in the dragons, only the golds may breed, the greens having been engineered to be sterile. The queen can grow up to the size of a low-slung draft horse and reach a length of about 15 feet. Greens are the size of a donkey and can reach a length of 11 feet. Unlike dragons their skin is covered with scaly armor and sharply pointed head knobs.



Watchwhers are impressionable but the link is not as strong as it is in dragons. Like dragons they have limited telepathy to the person they impress to. Unlike dragons a watchwher can change owners and learn a few audible sounds that miners and holders use to communicate with their beasts. Watchwhers name themselves after the person they Impress to or after the Hold they guard. They add an "sk" at the end of the name but are usually called by a simple nickname by others (So Moreta's Burr was probably named Burrsk). They do not die when their masters die and often stay loyal to the family that owns them for generations. The live about 60-100 turns.

The original use of watchwhers was the fighting of thread. While unable to do more than glide on the thicker air currants that form at night (and unable to get aloft at all in the day or on hot evenings) watchwhers could dive upon low falling thread and eat it with the special enzymes in their slobber.

The breeding of watchwhers is supervised by the WherMaster who was bonded to a golden wher. To obtain a watchwher egg a person had to convince the WherMaster that they should have the right to try for an egg. If the WherMaster decides to let them try, that person must then convince the queen watchwher to let them have an egg.

By the 6th Pass the roll watchwhers had in thread fighting was reduced to mere superstition and legend. People had forgotten the history of these noble beasts and shunned them as big, vicious, slobbery, ugly gargoyles that had to be chained in the courtyard to keep them home when thread fell. Modern watchwhers usually have their wings clipped to render them flightless. Nevertheless feral watchwhers may be found in mountainous areas and these can be a real danger to people out at night.

Watchwher					
STR	32	28	24	20	16
SIZ	30	27	24	21	18
Hit Points	24	23	21	20	18
Damage Mod	+3d6	+2d6	+2d6	+1d6	+1d6
Unarmed Combat	92 %	88%	84%	80%	76%
Athletics	92 %	88%	84%	80%	76%

STR: 4d6+12 (24)
CON: 3d6+8 (18)
DEX: 3d6 (10)
SIZ: 4d6+15 (24)
INT: 1d6+4 (7)
POW: 3d6+6 (16)
CHA: 3

Hit Points, Damage Mod, & Athletics Skill: See chart (brown is average)
Psi Points: 16
MR: 15 (20 for watchwhers with unclipped wings)
Armor: Scales (3 AP)

Resistances: Dodge 70%, Persistence 76%, Resilience 84%,
Practical Skills: Deception 33%, Perception 73% in the dark (23% in daylight)
Unarmed Combat: See chart (brown is average) Bite 1d6 + DM, Claw 1d4 +DM
Psychic Skills: ESP: 98%, Telekinesis: 90%
Psionic Powers Commonly Known: Dominate (senior queen only, other whers in her brood only), Levitation (self only, innate), Mindspeech (Magnitude 2), Read Emotion, Teleport (4 points of magnitude).
Powers: Dark Sight

Whers (Wild)

These beasts are basically big featherless wherries. While some think they may be the descendants of feral watchwhers it is far more likely that these are natural animals. Found in mountainous areas and jungles these beasts are primarily nocturnal but not photophobic and have little discernible scent. In coloring wild wher males are brown while females are green with no major difference in size between the sexes. Wild whers are active hunters that will readily take livestock and attack men.

STR: 3d6+12 (22)
CON: 3d6 (20)
DEX: 2d6+12 (18)
SIZ: 3d6+6 (16)
INT: 2
POW: 2d6+6 (12)
CHA: 1d6 (3)

Hit Points: 18
Damage Modifier: +1d6
Psi Points: 12
MR: 10, fly 15
Armor: Hide (2 AP)

Resistances: Dodge 78%, Persistence 40%, Resilience 82%,
Practical Skills: Athletics 90%, Deception 15%, Influence: 33%, Perception 64%
Unarmed Combat: 90% Bite 1d6+1d6
Powers: Night Sight

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Whersport

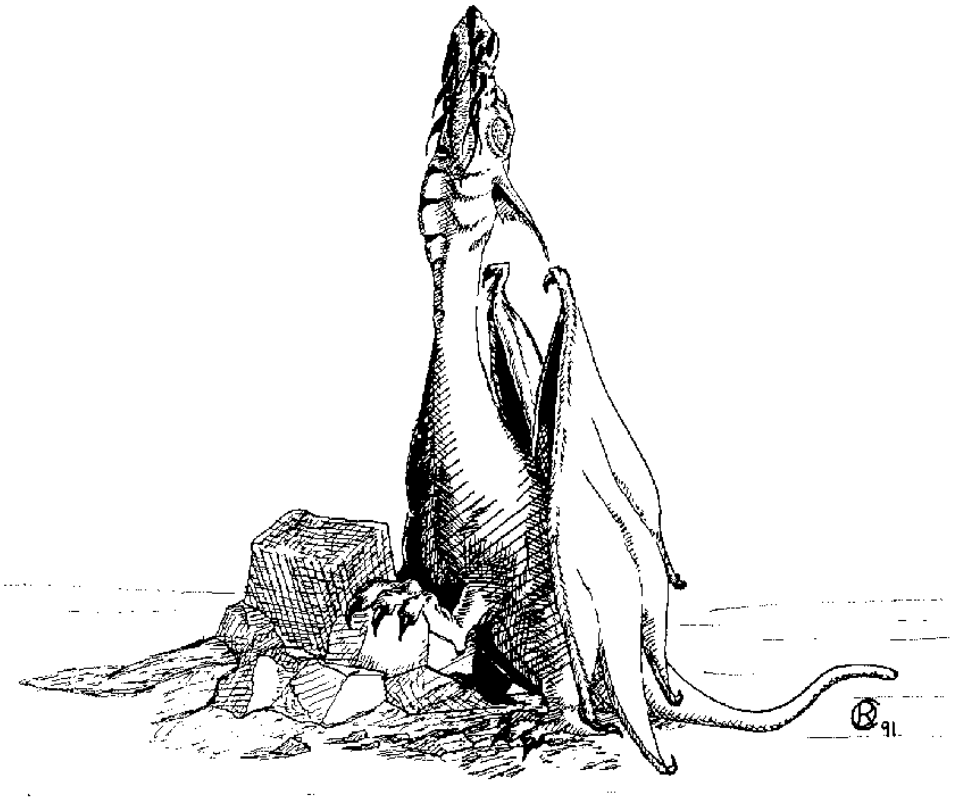
Close relatives to the firelizards, whersports resemble miniature wild whers. Found only in the Southern continent these animals are about 3-4 feet long and are a seldom seen and shy species. Like wild whers their coloring is brown in the male and green in the female. These tropical forest animals live in mated pairs and hunt insects by clawing open nests with their fore claws and then licking up the bugs with a long sticky tongue. Their wings are functional but they are poor fliers and cannot fly very fast or far. They are considered very good eating if roasted in their skin.

STR: 2d6+2 (8)
CON: 3d6 (10)
DEX: 3d6 (10)
SIZ: 1d4+3 (5)

INT: 2
POW: 1d6+2 (5)
CHA: 5

Hit Points: 8
Damage Modifier: -1d4
Psi Points: 5
MR: 15, fly 15
Armor: Hide (2 AP)

Resistances: Dodge 38%, Persistence 35%, Resilience 65%,
Practical Skills: Athletics 71%, Deception 32%, Influence: 35%, Perception 57%
Unarmed Combat: 68% Bite 1d6-1d4



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Plants & Fungi

Thread

Thread is an ovoid-shaped non-sentient organism that originates from Rukbat's Oort cloud. It is a functioning (and harmless) organism in space and part of an entire space-faring ecosystem. Despite popular belief the Red Star (actually an eccentric planet) is not the habitat of Thread, instead when the Red Star passes through the Oort cloud it pulls Thread out of its natural environment and carries it along in its cometary tail. When that tail intersects Pern's orbit gravity pulls some of it towards the planet. The friction or entering Pern's atmosphere causes the outer shell of the organism to be worn away and spills out the creature's innards, which fall as Thread. A typical fall lasts 4 hours and a whole Pass lasts 50 years followed by a 200 year interval where no thread falls.

Falling Thread resembles a wriggling silver ribbon or rope about ¼ of an inch wide by 10 to 98 feet long. A small clump of Thread can devour a fully-grown cow in moments. Feeding Thread grows rapidly, swelling to 470 feet long and 3 feet thick and pulsing with sickly grey, pink and green colors as is consumes matter. Only metal and rock is impervious to falling Thread and on contact with the ground, Thread will begin to burrow and feed, consuming all organic matter it touches.

Typically thread does not live long enough to replicate on the surface but the fallen digestive organs continue to feed and, with no body to give the nutrients to, swell giving the impression that the thread is propagating. Once it strikes soil a single Thread burrow will burns itself out and die in a few days but not before destroying acres of plant life.

When thread hits a living creature, such as a man or dragon, its digestive juices absorb flesh creating acid burns that scar badly. Only fire, total immersion in water, and acid (agenothree) will kill Thread. If hit on dragon back a quick skip between will freeze Thread and turn it to ash. Although a Threadfall is often described as a "silver rain" in the sky, it actually falls (or rather flutters like a ribbon) down to the surface in irregular clumps rather than in rain-like sheets. The stats below are for a small clump, just large enough to cover a square meter of space. For larger clumps double stats for every meter it covers.

Luckily not all areas need constant protection from Thread. Cold areas will have the Thread die as it falls hitting the ground as black dust. The same dust hits if a fall occurs on a cold evening. Currently solar winds are keeping night falls to a minimum but during the first few passes night falls were common. Thread also does not need to be defended against over water as it quickly becomes inert and is eaten by fish.

STR, DEX, INT, POW, CHA: N/A
CON: 1d4+1 (5)
SIZ: 1

Hit Points: 1 (3 to destroy the entire clump)
Damage Modifier: -1d6
Psi Points: 5
MR: fly 15 (30 in high wind, 75 in fierce wind), Burrow 15
Armor: Slime (1 AP)
Unarmed Combat: 56% Bite 1d6-1d4

Special: Thread attacks on contact, doing one hit of damage per turn. No attack roll is required for it to hit – if Thread enters your area and you cannot dodge then you have been hit! Armor protects you from the acid for a number of combat rounds equal to the Armor's AR before dissolving. Only fire, cold, and water does damage to Thread. Thread becomes unable to burrow at 0 HP and is destroyed at -3 x hp. Going between immediately destroys it. Thread cannot fall down, be knocked out, or stunned..

For random falls roll 1d6 to find what direction the Thread is falling: 1= Directly above you, 2= to your left, 3= to your right, 4-5= right in front of you, 6= underneath you. Roll again to see how many meters away it is. If you roll a one on direction and location than you are scored unless you act quickly!

Other Plants & Fungi

Many plants, both native and imported from Earth, can be found on Pern. Most Earth plants are pollinated by Trundlebugs due to the extinction of the honey bee. Most plants are harmless and are here mainly to give flavor to the setting. Only needlethorn needs stats. It is easiest to assume that all cultivated and medical plants found on Earth (with the exception of tobacco, coffee and chocolate, which did not survive) as well as all economically important trees are also found on Pern. Some plants have been renamed in the 2000 years of so Pern has been isolated from Earth and these will be mentioned below along with plants of alien origin.

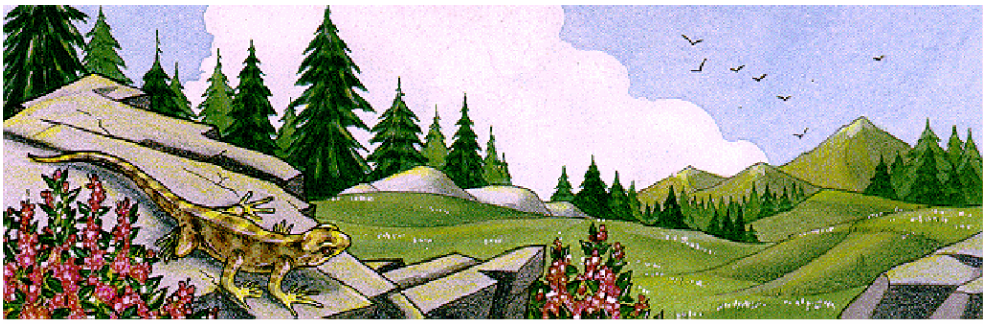
Most medical plants have the same game effects so they will be given here to save room.

1. Plants used to treat a specific symptom or disease (fever, pneumonia, constipation, etc): A dose of tea made from this plant gives a Resilience roll at +10% per day to shake the disease. This effect is cumulative with one day of treatment giving the victim a Resilience roll at +10%, the second day a Resilience roll at +20%, etc. One plant can make a single dose.

2. Plants used to relieve pain: These do not cure any HP but do remove any pain penalties to skills. Some may also have additional effects.

3. Plants that heal wounds: These plants heal 1 hit point per day of use.

4. All Plants require a Healing Skill Roll to recognize and preserve an herb for medical use. Unless the description says otherwise one plant makes 1 dose of medicine.



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Brassicae: This name is given to any type of mustard plant. Mustard can be made into a poultice to ease breathing disorders such as pneumonia or a bad case of the flu. Too much mustard in the mix can blister the skin.

Dragon's tongue: a native plant similar to Aloe that is used to sooth burns. Heals burn damage and removes pain.

Featherfern: A native fern that is used to relieve fevers in humans and animals. A dose of tea made from this fern gives a Resilience roll (see above) to shake off Firehead, Influenza or similar diseases that involve fever.

Fellis Tree: A large native tree with drooping branches and fragrant pink and yellow flowers. The fruit is a tough skinned berry that is used to make Fellis Juice. Fellis juice is a narcotic painkiller that can be addictive or (if overdosed) lethal. The bark is also used to create a deep green dye while the wood is used to carve furniture.

Traits: Fellis juice does not cure HPs but it does cause a drinker to make a Resilience roll. On a success they fall into a painless sleep, on a failure the juice just removes any pain penalties, on a critical failure the patient both removes pain penalties and becomes addicted.

Fingeroots: Another name for carrots.

Ging: A native palm tree with thick and spongy fronds that grows in Ista. The fronds can be used as improvised bedding but are usually used to make packages and envelopes, as the sap from the cut edges of leaves forms its own glue. The sap can also be used to seal puncture wounds (heals 1 hp). The tree also has edible soft nuts which are black in color. Needle thorn is always found in the presence of Ging trees.

Glows: This native bio-luminescent fungus is similar to Earth's Foxfire, only with a golden yellow glow. This rounded fungus grows in caves and needs oxygen to work. They are often kept in baskets and used like candles. Like foxfire the glow stops in bright light so the glow should be covered to preserve the plant. Old glows are returned to fertile soil (moist soil enriched with rotting wood, food scraps, and even manure will do) to be "recharged".

Grass: Native grasses have many uses. Some contain therapeutic seeds, others can be used for bedding, bundled and used as a temporary raft (eventually they'll absorb too much water and sink), dried and ground into a powder that is good for fever, and the shoots are even edible. Sweetgrass on the other hand is simply alfalfa imported from Terra.

Green Fruit: Another name for Limes.

Greens: A general term for lettuce, collard, spinach and similar salad plants.

Herbal Insecticide: This native herb is stored with clothes and bed sheets to keep bugs away and to keep the cloth fresh-smelling.

Ilex: Ilex is another name for the Holly plant. A tea made from its leaves and berries is used to treat pneumonia on Pern.

Itch-leaf: An obnoxious weed that is similar to the Terran Poison Ivy, if one brushes against it the plant causes intense itching causing all dice rolls to be at -10% for 24 hours or until the area is washed with soap.

Klahbark Tree: A native tree with bark that is brewed to produce a stimulating (it contains caffeine) drink that tastes like a cross between coffee and chocolate, with a spicy aftertaste. This drink, called Klah, is used on Pern as a substitute for coffee and cocoa. The bark is also used as a spice.

Lur-weed: A native form of loco-weed that sends any animals that will eat it (mainly runnerbeasts and herdbeasts) into convulsions. If the animals fail their Resilience roll then they will take 2d6 points of damage from the poison.

Mandamo Tree: A native tropical tree (mainly in Nerat and Southern) that has a segment of the trunk used to make message drums.

Marshberries: A native bush with yellow flowers and black berries that grows only in low marshy valleys. It is edible and large quantities could be pressed for cooking oil.

Marsh Grasses: A coarse native cane-like grass that can be made into reed pipes. It grows only in bogs and marshes.

Needlethorn: One of Pern's most famous native plants, needlethorn is a carnivorous cactus-like plant with toxic hollow brown spines. The skin of the plant is covered in fine hairs that allow it to feel the vibrations within five yards of the plant. These hairs also protect the plant by causing irritation of any skin it comes in contact with. Needlethorn only grows in desert areas such as Ista and Nerat

During the spring and summer growing season the plant is active and will shoot its thorns (which are attached to the plant by a flexible vine) at anything that disturbs it. During this time the plant emits an odor that attracts snakes and insects. The hollow spines impale the creature, paralyze it and suck out its blood to feed the plant.

In the winter the plant falls into a dormant stage when the flowers of the ging tree open. These plants are always found together and it is possible that they have a symbiotic relationship. During this time the vine grows and has to shed its old corona. At this time the plant is practically harmless (unless one stupidly impales oneself with a spike) and the needles can be harvested to make syringes for drawing blood, making transfusions, or for injections. The flesh of the plant is also edible at this time.

STR: 1d6 (3)
CON: 3d6 (10)
DEX: 3d6+4 (14)
SIZ: 1d4+4 (6)
INT: 1
POW: 2d4 (2)
CHA: 1

Hit Points: 8
Damage Modifier: -1d6
Psi Points: 2
MR: 0
Armor: bark and needles (2 AP) + Poison

Resistances: Dodge 0%, Persistence 12%, Resilience 32%,
Practical Skills: Perception 53%
Ranged Combat: 65% Needles, 3 meter range, 1d6-1d6 + Venom and Blood Drain

Needlethorn Venom: Needlethorn can detect prey from 3 meters feet away and shoot out thorns on the end of vines at anyone who comes within this range. The thorns can penetrate up to Armor 1 and are a ranged attack. Those hit must make a Resilience Roll or become paralyzed for 1d6 rounds. After this the victim is stunned until he can make a Resilience Roll at +20% roll to retain full consciousness.

Blood Drain: In addition to the venom the hollow thorns do damage when they hit and then on the next round they will automatically suck out 1 HP of blood every turn until it sucks a total of 4 hp of blood, the victim dies, or a contest of STR is won by the victim. One hit of cutting damage will also sever a vine.

Poison Spines: The sensory hairs that cover the plant cause -2 to all dice rolls do to inflammation, rash and itching for the next 24 hours if the plant is touched by bare skin.

Numbweed: This famous native plant is a thorny bush with gray-green arrowhead-shaped leaves. It grows in tropical forest areas in Nerat and Southern and is used to numb pain. The juice of the plant causes skin to become numb and is used as a local anesthesia. Too much numbweed on an open wound can cause bleeding to increase and severe scaring so the dose must be precise.

To prepare the numbweed salve is a smelly process that requires 3 days of stewing, then 1 day to strain it, and the juice skimmed to the right consistency. It is then mixed with a base of lanolin and herbs to reduce the stench and increase healing. The mix is then put into pots and applied to wounds with a swab or paddle in order to not numb the fingers. Runners and other travelers often carry an oiled packet containing a numbweed soaked cloth that can be used to cleanse and ease scratches and other injuries.

Traits: plain numbweed juice squeezed from the plant onto a wound will dull pain as normal but the dosage is so imprecise that the patient must make a Resilience roll or take one HP of damage and heal with a scar. If using a prepared salve than the

risk of scarring is minimal and the patient takes no extra damage unless a critical failure is rolled when using the healing skill.

Nutmegoid: This is a cooking herb from First Centauri that was imported to Pern by the early colonists.

Oilbrush: This native bush grows in Igen and has an oily resin that makes it perfect for cooking fires.

Orange fruit: These are orange trees. Pernese oranges are of the wild type with seeds and long sharp thorns. Oranges are not only good to eat and make juice from but the flowers make an excellent skin tonic.

Pawberry: A native plant with leaves that are boiled to make the finest red paint.

PurpleGrass: This native plant has a sweet flavor (like sugar cane or honey) and is used to make seaweed candy.

Redfruit: This native tree carries plumb-like fruit that taste like apples. The fruit is harvested to make cider and brandy while the wood makes quality furniture.

Redroots: An edible native plant with potato-like roots that grows in Lemos.

Redwort: This native plant has a thick stem with reddish veins and produces flat-topped purplish rose flowers. Its sap makes a first class antiseptic used to scrub surgery sites or cleanse wounds. It leaves a red stain on the skin when applied and can be used to protect skin from being affected by numbweed.

Traits: When used this plant gives a +20% bonus to all healing skill rolls.

Reeds & Withies: A native bamboo-like reed that grows in coastal Nerat. Reeds have a variety of economical uses- they can be used as straws for drinking (or hiding underwater), its shoots are succulent and edible, large ones can be used as fishing poles and splints for threadscored dragon wings, smaller ones can be woven into baskets, and even used to make writing paper (though the later has a tendency to absorb ink, so it is a bit 'blotchy').

Rind fruit: A vegetable grown in Igen, possibly another name for watermelon.

Rivergrains: A type of rice grown on Pern in Fort Hold, the lowland swamps of Igen plains, and Paradise River. Rice is eaten, used to make alcohol (sake), used to make straw hats, vegetable oil, and some medicines.

Rock weeds: A local scrubby plant found throughout Pern. This shrub gives off a pungent odor when bruised.

Rushes: A local grass that is used to stuff mattresses for bedding.

Sabsab brush: A plant native to Bitra that makes yellow paint.

Saw grass: An obnoxious weed similar to Terran crabgrass.

Sea-beach-plum: This native bush grows in low marshy valleys and has edible (if sour) plum-like fruit and pink blossoms.

Sea bush: A native bush that produces an oily seed pod in the fall that can be pressed for vegetable oil.

Sequoia-like tree: This is an important native tree to Pern's wildlife. It sprouts from the ground as several triangular stems that grow into a nest of trees with the trunks fused together near the base. They tend to rot in the center forming hollows used by animals as shelter from Thread. The tough bark is also inimical to fire. This tree is especially common in Southern and the hollows may form quite large "caves".

Sisal: A native cotton-like plants that can be spun into thread for sewing and making cloth. It is grown in Fort, Ista, and Boll.

Sky-broom: Pern's largest tree, sky-brooms may grow several queen dragonlengths tall. The trunks terminate in a flat bushy crown of needle-like leaves, much like an Earth cedar. The wood is dense and metal-hard, covered with a rough mat-like material for protection from Thread. These giant trees are strong enough to support a dragon's weight and are highly prized in the Woodcraft Hall for construction and the making harps and other musical instruments.

Spearkeek: An edible medical herb whose roots help cure colds and flu.

Spiceroot: A native potato-like plant that has a very spicy taste and is used in cooking.

Spongewood Tree: A tree with light wood that has a very quick growth cycle.

Sticklebush: A native spiny bush with berries that are used to make preserves. The plant is hard to harvest, however, because of the hair-like, nearly invisible thorns that covering every twig and branch. Most slivers can be pulled out by hand or tweezers, but some need a poultice to draw out the sliver. On a failed healing roll the stickle slivers have worked their way through flesh into the blood. If a sliver reaches the heart, you could die from it unless surgery is performed.

Sungazers: This native sunflower-like plant grows mostly underground.

Sweetroot: the sweet potato or yam, do not get it confused with spiceroot when cooking.

Thymus: The same plant as Thyme from Earth. Used for both cooking and for medical purposes.

Trace Moss: This native plant forms a firm but springy surface as is often planted along paths used by runners. While grass-like this turf does not stain shoes and does not do well in hot areas like Boll or Ista.

Tubers: Another name for potatoes.

Tussilago: Another name for colt's foot. This Terran plant is a medical herb used for coughs, skin ulcers, and sores. Flowers reduce phlegm, inflammation, and stimulate immune cells. This plant contains potentially damaging alkaloids, which are destroyed when the plant is properly prepared.

Vines: There are many types of vines on Pern from huge ones in Southern that would make Tarzan envious to a broad-leaf climbing form in Ista whose sap neutralizes insect stings.

Water lilies: this native plant floats on surface of the water. Its triangular shaped leaves surround flowers have white petals. The roots are edible. This plant is often grown in weyr lakes to keep the water oxygenated and clean.

Wedgenut: Another name for Brazil nuts. They are grown in Nerat and Boll.

Yellow fruit: another name for lemons.

Appendix 1

Bibliography

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Computer Game	Dragon Riders: Chronicles of Pern	© 2001 Ubisoft

Websites

Sadly a lot of these websites no longer exist but I am still mentioning them as they were major sources of information I used when compiling this project.

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A Meeting of Minds: An Anne McCaffrey Discussion Forum http://forums.srellim.org/index.php

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Cibryen Weyr Wingspan Calculator http://www.cibryen.com/wingspan.html This useful tool calculates the size of any firelizard or dragon's wingspan.

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